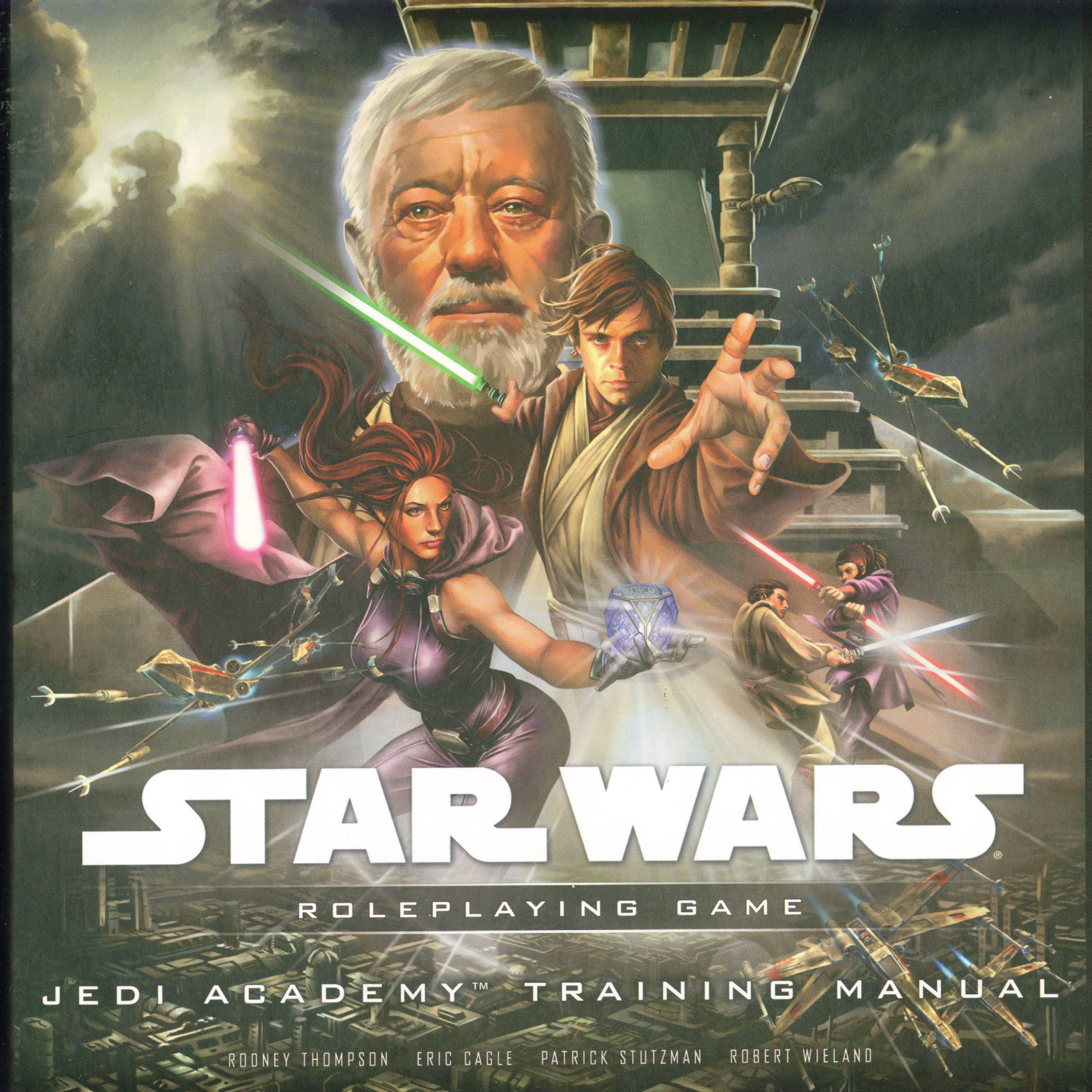

STAR WARS®
ROLEPLAYING GAME
JEDI ACADEMY™ TRAINING MANUAL
RODNEY THOMPSON ERIC CAGLE PATRICK STUTZMAN ROBERT WIELAND

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INTRODUCTION



You are about to take your first steps into a larger world. Following the Galactic Civil War, Luke Skywalker, the first of a new generation of Jedi Knights, reestablishes the Jedi Order and begins training new students in the ways of the Force. This new Jedi Order starts out on Yavin 4, and then eventually moves to other locales, including the Jedi Academy on Ossus. Many years after Luke's time, his descendant, Kol Skywalker, rises to the rank of Jedi Master and becomes one of the preeminent leaders of the Jedi Order.

It is from this perspective, that of students at the Jedi Academy on Ossus, that this book is written. The *Jedi Academy Training Manual* is a guide to the Force, the Jedi, and the Sith. Inside this book, you will find a wealth of knowledge pertaining to all aspects of the Force found in the *Star Wars Roleplaying Game*. This book provides many new options for players of Jedi characters as well as other Force traditions, designed to enhance your game experience. Though much of this content is geared toward players, Gamemasters should find this material just as useful in crafting NPCs.

There is more to being a Jedi than just Force powers and lightsabers. The Jedi tradition is steeped in history, and the Jedi are as much soldiers of an ideal as they are masters of incredible Force power. Likewise, the Sith are far from two-dimensional villains; most every Sith Lord is cunning, devious, and complex. Throughout this book, players and Gamemasters alike are encouraged to look beyond the surface and see the motivations that make these characters memorable parts of the *Star Wars* saga.

This book has different kinds of thematic sidebars, as introduced on the next two pages. These sidebars provide extra information, adventure hooks, and ideas to enhance the Saga Edition experience. Sometimes these sidebars contain new rules elements; other times they simply provide a bit of story or flavor to stimulate the imaginations of players and Gamemasters. Pay special attention to these sidebars, for they often enhance the text of the chapters in which they appear.

Courses of Study

This book contains information for both Gamemasters and players. Below is a brief summary of the material contained herein.

Chapter 1: Character Options presents new talents, feats, and Force powers for heroes and villains. The bulk of the new mechanics in the book appear here, including the lightsaber combat powers, Force regimens, and the new material for the Jedi class and for the Force adept, Jedi Knight, and Sith apprentice prestige classes.

Chapter 2: Philosophy discusses the philosophical side of apprenticeship. This in-depth look at the philosophy of the Jedi covers the basics of Jedi life as well as the dangers that all apprentices face, including temptation from the dark side. This chapter also introduces several variant rules for how to use the dark side of the Force.

Chapter 3: Equipment & Artifacts includes an in-depth look at the physical objects that are key elements of the Jedi and Sith traditions. This chapter includes a comprehensive guide to lightsaber creation, lists many of the variant lightsabers available for use, and provides a close look at holocrons, including the holocron creation process (which is tied to the destiny system).

Chapter 4: Affiliated Programs takes a look at several Force traditions that differ from the Jedi. These alternate Force traditions can serve as a basis for the creation of characters who use the Force but do not adhere to the tenets of the Jedi or the Sith.

Chapter 5: Instructors & Alumni looks at some of the most influential beings in the history of the Jedi Order. This chapter covers many major figures stretching back as far as the Great Hyperspace War and as far forward as the founder of the new Jedi Order, Grand Master Luke Skywalker.

Chapter 6: Dangers of Study introduces some of the threats that a Jedi apprentice might face during his or her career. This chapter includes many new beasts that threaten Jedi students, as well as a rogues gallery of those who have succumbed to the dark side of the Force. This chapter presents antagonists that Gamemasters can use to spice up their campaigns.

What You Need To Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in the *Jedi Academy Training Manual*. This book also uses material from other supplements, including the *Knights of the Old Republic Campaign Guide* and *The Force Unleashed Campaign Guide*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

Message from the Faculty

Welcome to the Jedi Academy. As a new student, you will find the faculty and staff here interested in helping you adjust to your new environment. Periodically, new students will be issued memorandums and messages from faculty members, intended to guide you in your quest for knowledge. Each of the faculty members here at the Academy has taken a personal interest in seeing that you receive the attention that you deserve, and the messages they send you will likely reveal essential information. Pay close attention to these messages, as they will make your apprenticeship much easier.

Chapter 7: Studying Abroad covers the various sites and locations that are of historical significance to the Jedi Order. Though only a few individual locales are of great significance to the Jedi Order or the Sith, this chapter takes a look at what makes those locations special, and how they can be used in adventures.

Exchange Courses

Though much of this book discusses Force-users in terms of Jedi and Sith, the book is equally useful to those who follow other Force traditions. With an entire chapter devoted to new Force traditions, players who don't want to play a traditional Jedi have much to draw upon for inspiration and character concepts. Additionally, this book features two new Force traditions that have never before appeared elsewhere. Both the Shapers of Kro Var and the Wardens of the Sky were designed from the ground-up to fill particular niches in the Saga Edition roleplaying game rules and include open-ended stories so that they can be dropped into any campaign, regardless of era. Several other traditions, including the Baran Do Sages, the Matukai, the Tyia adepts, and the Zeison Sha, originally appeared in previous editions of the game and are included in this book, as they make excellent choices for heroes looking for alternatives to the Jedi.

Independent Study

This book introduces a number of new mechanics and mechanical subsystems. Most of these systems are contained in Chapter 1 and Chapter 3, with a few scattered appearances elsewhere in the book. For example, Chapter 1 introduces a new subsystem known as Force regimens that give Jedi characters something to do in their downtime. Likewise, Chapter 3 introduces advanced rules for crafting lightsabers, helping to tailor each weapon to the Jedi who wields it. This book also describes how a character might come to possess a Force spirit mentor (as Obi-Wan Kenobi was to Luke Skywalker) or how one can devise monstrous beasts created using forbidden Sith alchemy.

Chapter 1 also introduces a new type of Force power that draws upon the various lightsaber forms practiced by the Jedi, and serves not only to provide interesting new combat options but also to make lightsaber forms a greater part of the character. Each lightsaber form power is tied to a particular lightsaber combat technique, and possessing the correct talent from the Lightsaber Forms talent tree (from the Jedi Knight prestige class) further enhances these Force powers. The lightsaber form powers also allow Jedi characters to make use of certain iconic abilities of the films and comics without having to invest precious resources such as talents into such abilities.

Holocron Lessons

Greetings, student. I am the gatekeeper of this holocron, Jedi Master Tedryn. I shall assume that you obtained this holocron from one of your instructors and did not simply steal it from the archives when none of your Jedi Masters were watching them. Within this holocron you will find a wealth of knowledge that even your own Jedi Masters may not have. Given the enduring nature of the holocron, I can provide you with complete historical records of events from my time, likely the distant past to you, and instruct you on the ways that we "ancient" Jedi went about things. However, be forewarned that not all of the knowledge I possess is for students just beginning down the path to enlightenment; many of the techniques within this holocron are intended only for advanced students. Please take the proper precautions when using any of the techniques that I share with you, as they can be quite dangerous.

Beware the Dark Side

Though this book is intended to be used by heroes, much of the material herein covers mechanics and information more suitable for villains. Gamemasters should, of course, feel free to rule that any of the Sith or dark side mechanics are simply unavailable to heroes However, this book also provides ample material for running campaigns in which the heroes are dark siders. Though these campaigns can be tricky, the information in this book should make it easier to create a variety of dark Force-users, just as this (and other books) have expanded upon the Jedi to create a greater diversity of archetypes.

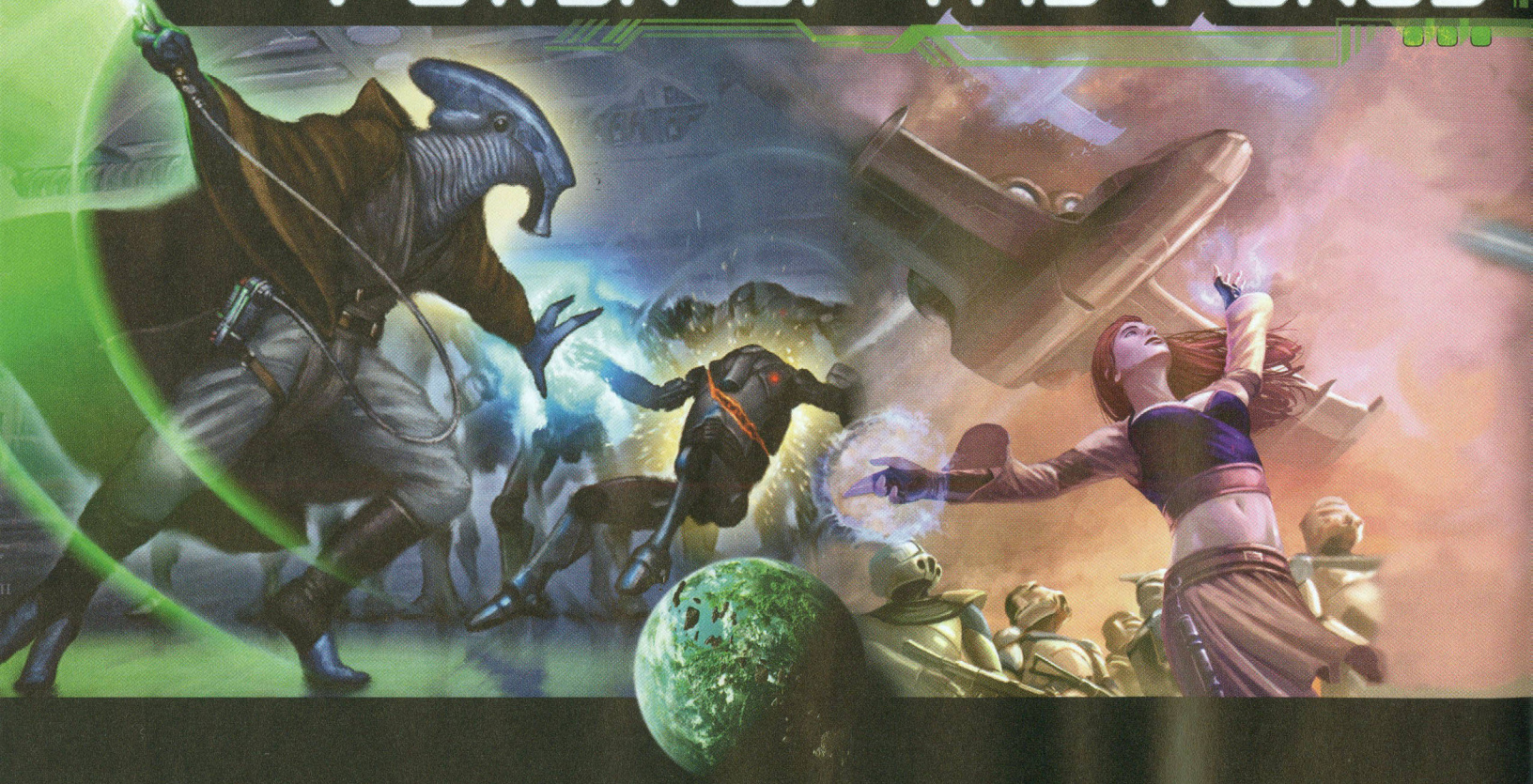
Additionally, Gamemasters should also be sure to peruse the first few chapters for new mechanics for their villains in heroic games. Many of the mechanics for dark side Force-users were designed to help facilitate more interesting encounters, and while some of the sample characters and creatures in Chapter 6 make use of these mechanics, there are far more combinations waiting to be explored than can be found in a single character or creature.



Whispers of the Sith Spirit

Ah, young student. I see you have come in search of knowledge. Did you know that the Jedi are not the only source of knowledge of the Force at the Academy? It is true. The dark side of the Force holds much for you, my young apprentice, and in time, if you heed my instructions, you could become a powerful master of the Force. These Jedi do not know that a powerful Sith spirit lurks in their midst, and, if you wish to seek out the true way to control the power of the Force, you would be wise to heed my words and keep my teachings to yourself.

Chapter 1
Power of the Force





Jedi heroes from all eras are as varied in their skills and abilities as any other kind of hero. Some Jedi are warriors, born to use the Force on the battlefield to banish the dark side. Others are born to be introspective seekers of knowledge, using meditation to peer into the secrets of the universe in search of truth. Regardless of what kind of Jedi your hero might be, this chapter presents many new talents, feats, and Force powers to help bring your Jedi's unique skills to the forefront. The mechanics presented in this chapter cover a variety of Force powers and methods, some meant for all and others meant only for those who embrace the dark side.

This chapter also takes a look at many character archetypes within the ranks of the Jedi and the Sith. Among the Jedi Knights, many Jedi are classified by their specialties; there are Jedi healers, Jedi investigators, Jedi battlemasters, Jedi instructors, and so forth. These Jedi might be described by their archetype, but these archetypes do not necessarily define them. The nature of talent trees, the Jedi class, and the Jedi Knight prestige class gives each hero's player the choice of just how closely to follow the archetype. You can choose to make your Jedi a master of one aspect of Jedi knighthood, embodying the archetype you have chosen in every talent choice. Alternately, you can dabble in two, three, or even more talent trees, creating a Jedi who chooses to be more cosmopolitan about his areas of study.

Additionally, many of the mechanics in this chapter can be used to flesh out Force adepts of other traditions, including those presented in Chapter 4: Affiliated Programs. Some of the Force powers in this chapter are specifically the domain of those Force traditions, such as the Aing-Tii monk's *fold space* power, or the *intercept* power favored by the Zeison Sha warriors. The talents for the Force adept prestige class also create their own sub-archetypes, many of which may not be appropriate to certain Force traditions. Players of non-Jedi Force-users should consult with their Gamemasters to determine exactly which powers and talents are appropriate for creating a character from a particular Force tradition.

Skills

This section introduces new applications of the Use the Force skill.

Use the Force

The following new applications of the Use the Force skill can be used by any character trained in the Use the Force skill.

Breath Control (Trained Only): You can use the Force to hold your breath for an extended period of time. A successful DC 15 Use the Force check allows you to hold your breath for a number of rounds equal to twice your Constitution score before you need to make Endurance checks to continue holding your breath.

Move Light Object (Trained Only): You can use this application of the skill to catch and move a thrown object, such as a grenade, that lands within your reach, redirecting its attack against another target. The object can weigh no more than 5 kg, and you must ready an action to catch the object on your turn, before the object is thrown. Moving the object requires a Use the Force check, with a DC equal to the attack roll of the thrown object. If you succeed on this check, you catch the object with the Force and can immediately move the object up to 6 squares away from you, to a point within your line of sight; otherwise, resolve the attack as normal. If the object you catch is an explosive, such as a grenade, it explodes at the end of its movement. You can use the object caught as a projectile weapon, as normal.

Place Other in Force Trance (Trained Only): As a full-round action, you can place an adjacent willing ally that you touch into a Force trance with a DC 15 Use the Force check. In this state, the target ally rests as though in a deep coma and is considered helpless. Each hour the target remains in the trance, it regains a number of hit points equal to its character level. You can bring an adjacent ally you touch out of a Force trance as a swift action, but the target cannot otherwise emerge from the Force trance on his or her own. If the target remains in the Force trance for 4 consecutive hours, the target emerges from the trance fully rested (as though the target had rested for 8 hours).

While the target ally is in a Force trance, it can go ten times as long as normal without air, food, or water (see the Endurance skill on page 66 of the Saga Edition core rulebook). Unwilling targets cannot be placed in a Force trance.

Force Regimens

Force regimens are training techniques used by the Jedi, the Sith, and other Force traditions to hone their skills and enhance their sensitivity to the Force. Even Jedi Masters, who have spent years working to achieve a level of Force mastery that others cannot, still meditate and train on a regular basis. Force regimens are ritualistic exercises that Force-users can perform during their downtime to keep themselves at peak performance.

Most regimens are designed to focus on one particular aspect of Force training. The benefits of a Force regimen last for 24 hours, and only one Force regimen's effects can be active in a given 24-hour period.

For story purposes, you can perform as many regimens as you like; you only benefit from the first one performed, however. If you fail to complete a Force regimen, you cannot gain the benefits of that regimen for 24 hours, though you can attempt another Force regimen you know.

You learn Force regimens by taking the Force Regimen Mastery feat (see page 23). Once you learn a Force regimen, you can use it any time you have enough spare time to do so. Most Force-users perform their regimens in the morning each day, though there is no rule to say when a regimen must be performed.

Force Training Regimens

The following Force regimens can be learned by any Force-sensitive character and enhance Force use in a variety of ways.

Awaken Force Sensitivity

This training regimen is used to awaken another character to the larger world of Force sensitivity. You and the beneficiary of this regimen practice meditation, quieting your minds and listening to the Force. **Time:** 1 hour. **Target:** One willing ally who does not possess the Force Sensitivity feat.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You gain the benefit of the Gauge Force Potential talent (if you do not already have it).

DC 18: As DC 13, and you awaken the first glimmers of Force sensitivity in the target. For the next 24 hours, the target can make untrained Use the Force checks as though he or she possesses the Force Sensitivity feat.

DC 23: As DC 18, except the target also gains a +1 Force bonus on Use the Force checks.

DC 28: As DC 18, except the student also gains a +2 Force bonus on Use the Force checks.

Eyes of the Force

This regimen trains you to sense images that you cannot normally see by reading the surface thoughts of others. During this regimen, an assistant holds a two-dimensional image viewer so that you see the images being displayed on the screen. As the image viewer cycles through different images of common objects, you must read the surface thoughts of the assistant to determine what image is being displayed on the screen at that time. **Time:** 1 hour. **Target:** You. **Requirements:** A two-dimensional image display and an assistant

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You successfully read one-third of the assistant's surface thoughts. You gain a +1 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill.

DC 18: You successfully read two-thirds of the assistant's surface thoughts. You gain a +2 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill.

DC 23: You successfully read all of the assistant's surface thoughts. You gain a +2 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill. In addition, if you successfully use Telepathy against an unwilling target, you can also sense the target's surface emotions and stray thoughts (as determined by the Gamemaster).

Oxygen Bottle

This difficult regimen trains you to master environmental manipulation through the Force. You must first empty a glass bottle of air, creating a perfect vacuum inside. Then you must allow only oxygen to slip past the seal created by the Force, eventually filling the bottle with pure oxygen before placing the vac-seal stopper. This regimen requires you to use the Force in a nearly molecular level, as well as the Sense aspect of the Force to determine what molecules are making their way into the bottle. **Time:** 1 hour. **Target:** You. **Requirements:** A glass bottle with a vac-seal stopper

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 26: You fail to create a vacuum in the bottle before the regimen begins, resulting in an imperfect mixture. You gain a +2 Force bonus to your Fortitude Defense against inhaled poisons and non-corrosive atmospheric hazards.

DC 32: You create a vacuum in the bottle, but let other molecules enter through your Force seal, creating an imperfect mixture. You gain a +5 Force bonus to your Fortitude Defense against inhaled poisons and non-corrosive atmospheric hazards.

DC 38: You complete this regimen perfectly, resulting in a bottle full of nothing but pure oxygen. You become immune to inhaled poisons and non-corrosive atmospheric hazards.

Quiet the Mind

This regimen trains you to block out distractions and stray thoughts. It requires little more than finding a quiet, secluded spot and slipping into a meditative trance to clear your mind of doubt, questions, fear, and the chaos of the galaxy. Jedi use this technique to open themselves to the flow of the Force, allowing them to see distant places and events. **Time:** 1 hour. **Target:** You.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You meditate, but your mind is still clouded by external stimuli. You can add one use of the *farseeing* power to your Force suite, but once it is used, it cannot be regained by any means.

DC 18: You meditate, quieting your mind except for but a few small distractions. You can add one use of the *farseeing* power to your Force suite.

DC 23: You meditate, quieting your mind entirely. You can add one use of the *farseeing* power to your Force suite, and you gain the benefits of the Visions talent (if you do not already know it).

Telekinetic Practice

This regimen hones your skill with the Alter aspect of the Force and enhances telekinetic precision. You begin by placing a deep bowl on the ground, with an orb at the bottom of the bowl. First, you must use the Force to hold the bowl perfectly still and pin it to the ground. Then you roll the ball slowly up the side of the bowl, keeping it in contact with the bowl at all times, until it reaches the upper rim. The orb is then held in place for 5 minutes, and must remain perfectly still. You then roll the orb slowly back to the bottom of the bowl, moving it with the Force and not allowing the orb to move under gravity's power. **Time:** 1 hour. **Target:** You. **Requirements:** A deep bowl and a polished stone orb.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You let the bowl move during the regimen. You gain 1 temporary Force Point which you can apply only to a Use the Force check to activate a power with the *[telekinetic]* descriptor.

DC 23: You let the orb roll under gravity's power back to its starting position. You gain 2 temporary Force Points which you can apply only to Use the Force checks to activate powers with the *[telekinetic]* descriptor.

DC 28: You complete the regimen perfectly. You gain 2 temporary Force Points which you can apply to Use the Force checks to activate powers with the *[telekinetic]* descriptor or use to reroll a Use the Force check made to activate a power with the *[telekinetic]* descriptor (you must keep the second result, even if it is worse).

Lightsaber Training Regimens

The following Force regimens focus on the art of lightsaber combat. Each one is a training routine that enhances a different aspect of lightsaber combat, and can be used by practitioners of any lightsaber combat form.

Sparring Practice

This simple regimen allows you to practice against another living opponent, simulating one-on-one combat. During sparring practice, each combatant attempts to strike the other while exercising restraint and control. If you use a training lightsaber (see page 56), you can spar without fear of harming your opponent. **Time:** 2 hours. **Target:** You. **Requirements:** Lightsaber (or training lightsaber) and a sparring partner.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You hone your lightsaber skills but see little in the way of improvement. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit.

DC 23: You hone your lightsaber skills, improving your technique by small degrees. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit. You also gain 1 temporary Force Point, which can only be used to add to the result of a Use the Force check made to activate the Block talent.

DC 28: You hone your lightsaber skills and see significant improvement in your technique. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit. You also gain 2 temporary Force Points, which can only be used to add to the results of Use the Force checks made to activate the Block talent.

Training Remote

You hone your skill at deflecting blaster bolts using your lightsaber. This Force regimen is performed blind, often with the help of a helmet equipped with an opaque blast shield. **Time:** 1 hour. **Target:** You. **Requirements:** Lightsaber, training remote, and a helmet with a blast shield.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You hone your lightsaber skills, but the training remote gets several hits on you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit.

DC 23: You hone your lightsaber skills, and the remote gets in a few small hits on you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit. You also gain 1 temporary Force Point, which can only be used to add to the result of a Use the Force check made to activate the Deflect talent.

DC 28: You hone your lightsaber skills, and the remote never harms you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit. You also gain 2 temporary Force Points, which can only be used to add to the results of Use the Force checks made to activate the Deflect talent.

Holocron Lesson: The Twin Suns

An ancient form of lightsaber sparring, known as the Twin Suns, was popular among Jedi during the days of the Great Sith War and the Jedi Civil War. The sparring technique could only be performed by two combatants, who stood at opposite ends of a large, open area. The two Jedi would run at each other, then use the Force to make a great leap high into the air, careening toward one another as though in flight. Only after the Jedi's feet had left the ground was he allowed to ignite his lightsaber, and when the two crossed beside one another in mid-air the goal was to strike at the other Jedi and make (harmless) contact with a piece of the other Jedi's clothing. Each Jedi must then deactivate his lightsaber before his feet touch the ground on the far side of the sparring arena. This sparring method, dubbed Twin Suns because the combatants rose and landed like suns crossing in the sky, required a mastery of lightsaber combat, the ability to use the Force to assist a great leap, and the ability to ignite the lightsaber, strike, and then deactivate it all within the span of just a few seconds.

Vo'ren's First Cadence

Vo'ren's first cadence teaches precision through control of one's body and sensory awareness. You set up 19 wax cylinders at 10-degree intervals around your body, each one approximately 1.5 meters away, forming a semicircle. Atop each cylinder, one metal ball bearing is placed. You must then use your lightsaber to strike each ball bearing without making contact with the wax cylinder beneath it. You must place the cylinders and ball bearings one at a time until all 19 have been placed. **Time:** 1 hour. **Target:** You. **Requirements:** Lightsaber, 19 wax cylinders, and 190 ball bearings.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 13: You damage two cylinders. You gain a +1 Force bonus to your Will Defense.

DC 18: You damage one cylinder. You gain a +2 Force bonus to your Will Defense.

DC 23: You complete the cadence without damaging any cylinders. You gain a +2 Force bonus to your Will Defense, and you gain the benefits of the Severing Strike talent (if you do not already know it).

Vo'ren's Second Cadence

Vo'ren's second cadence teaches not only control but also spatial awareness. You must set up 72 wax cylinders at 5-degree intervals around your body, each one approximately 1.5 meters away. Atop each cylinder, one metal ball bearing is placed. Like in the first cadence, you must place the cylinders and ball bearings one at a time until all 72 have been placed. However, unlike the first cadence, you must strike at all of the cylinders in a full 360-degree arc without turning your body to face the cylinders to the rear, honing your ability to strike at enemies coming from all sides. **Time:** 2 hours. **Target:** You. **Requirement:** Lightsaber, 72 wax cylinders, and 2,701 ball bearings

Message from the Faculty: Vo'ren Faalo

Vo'ren Faalo was a Jedi battlemaster during the days of the Old Republic. Considered one of the greatest lightsaber instructors of all time, Vo'ren Faalo is credited with having such an intimate knowledge of lightsaber combat that he could teach anyone to master any known lightsaber combat form. Master Faalo taught his students that mastery of the lightsaber has little, if anything, to do with physical strength or manual dexterity, but that a Jedi's lightsaber was the focus for his own mental discipline and sensitivity to the Force. Master Faalo created five training regimens, known as cadences, that helped his students control their lightsabers by mastering their own self-control. According to Vo'ren Faalo, lightsaber mastery was dependant on the Control and Sense aspects of the Force, and only through the strictest mental discipline and through the stillness of the mind could a lightsaber be wielded with the necessary precision. Master Faalo's students often became unparalleled battlemasters and weapon masters in their own right, so few would argue with the effectiveness of this philosophy.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 18: You damage two cylinders. You gain a +1 Force bonus on lightsaber attack rolls against creatures that flank you.

DC 23: You damage one cylinder. You gain a +2 Force bonus on lightsaber attack rolls against creatures that flank you.

DC 28: You complete the regimen without damaging the cylinders. You gain a +2 Force bonus on lightsaber attack rolls against creatures that flank you, and you gain the benefits of the Whirlwind Attack feat (if you do not already know it).

Vo'ren's Third Cadence

Vo'ren's third cadence teaches precision through control of one's body and sensory awareness. You set up 180 wax cylinders at 2-degree intervals around your body, each one approximately 1.5 meters away. Atop each cylinder, one metal ball bearing is placed. Unlike the second cadence, in the third cadence you must strike every fifth ball bearing, making a rotation around your body several times over the course of the regimen. This prepares you for irregular attack patterns from all sides. **Time:** 3 hours. **Target:** You. **Requirements:** Lightsaber, 180 wax cylinders, and 16,290 ball bearings

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 23: You damage two cylinders. You gain a +1 Force bonus on ranged attack rolls made when using the Redirect Shot talent.

DC 28: You damage one cylinder. You gain a +2 Force bonus on ranged attack rolls made when using the Redirect Shot talent.

DC 33: You complete the regimen without damaging the cylinders. You gain a +2 Force bonus on ranged attack rolls made when using the Redirect Shot talent, and you can spend Force Points to enhance Use the Force checks to Block and Deflect (as per the talents), even when it is not your turn. Furthermore, Force Points spent to enhance Use the Force checks to Block and Deflect do not count toward the "one Force Point per round" limit normally applied to spending Force Points.

Vo'ren's Fourth Cadence

Vo'ren's fourth cadence teaches composure and quick thinking amid the chaos of battle. It begins by setting up 360 wax cylinders at 1-degree intervals around your body, each one approximately 1.5 meters away. No ball bearings are required for this cadence. You must strike the cylinders according to a complex mathematical formula. By the time the cadence is completed, you will have learned to perform incredibly taxing mental tasks while also focusing on the external chaos of combat. **Time:** 3 hours. **Target:** You. **Requirements:** Lightsaber and 360 wax cylinders.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 26: You make a mistake during the first hour. You gain a +1 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage.

DC 32: You make a mistake during the second hour. You gain a +2 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage.

DC 38: You make no mistakes during the regimen. You gain a +2 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage, and if you are damaged while maintaining a Force power, you can spend a Force Point as a reaction to not have to make a new Use the Force check.

Vo'ren's Fifth Cadence

In Vo'ren's fifth and final cadence, you must demonstrate true mastery over yourself and your lightsaber. No wax cylinders are required; you simply know when you have made a correct strike. Unlike the other cadences, this regimen requires you to use the Force to manipulate your lightsaber, an act of pure telekinetic power in which your hands never touch the weapon. This technique brings together the Control, Sense, and Alter aspects of the Force into one training regimen. **Time:** 3 hours. **Target:** You. **Requirement:** Lightsaber.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 31: You make a mistake during the first hour. You gain a +1 bonus on Use the Force checks made to use the Move Light Object application of the skill.

DC 37: You make a mistake during the second hour. You gain a +2 bonus on Use the Force checks made to use the Move Light Object application of the skill.

DC 43: You complete the cadence without making a single mistake. You gain a +2 bonus on Use the Force checks made to use the Move Light Object application of the skill, and you add the Kinetic Combat Force power (see page 51 of the *Knights of the Old Republic Campaign Guide*) to your Force suite. Additionally, you can spend a Force Point to reroll any Use the Force check made to activate a Force power with the *[telekinetic]* descriptor, keeping the better result.

Jedi Talents

The following new talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook).

Adversary Lore: As a standard action, you can peer into the Force and search for weaknesses in the defenses of your enemies. Make a Use the Force check against the Will Defense of a target creature within 12 squares of you and in your line of sight. If the skill check equals or exceeds the target's Will Defense, that target takes a –2 penalty to Reflex Defense against you and all allies who can hear and understand you until the end of your next turn.

Know Weakness: Whenever you use Adversary Lore on a target successfully, that target also takes an additional 1d6 points of damage from any successful attack made against it by you or an ally who can hear and understand you until the end of your next turn.

Prerequisite: Adversary Lore.

New Jedi Guardian Talents

The following talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook).

Grenade Defense: You can use the Move Light Object application of the Use the Force skill to cast aside grenades that are thrown at you. As a reaction when you are attacked by a grenade of any kind, you can make a Use the Force check with a DC equal to the attack roll of the incoming grenade attack. If your check equals or beats the DC, you hurl the grenade to a location where it explodes harmlessly, negating the attack. Whether or not you are successful, you take a –5 penalty on Use the Force checks until the start of your next turn.

Hold the Line: When you make a successful attack of opportunity against a target leaving your threatened area, you stop the target's movement, ending its action.

New Jedi Sentinel Talent

The following talent belongs to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook).

Master of the Great Hunt: You gain a +1 Force bonus on attack rolls and deal +1 die of damage on lightsaber attacks made against a beast with a Dark Side Score of 1+.

New Lightsaber Combat Talent

The following talent belongs to the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook).

Shoto Focus: Whenever you wield both a one-handed lightsaber and a shoto (or guard shoto), you gain a +2 competence bonus on attack rolls made with the shoto.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the Saga Edition core rulebook, those presented below, and those presented in other game supplements. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see Chapter 4 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that tradition's individual Force talent tree.

The Force Disciple, Jedi Master, and Sith Lord prestige classes all state that they can select talents from any Force talent tree. A Force talent tree is any talent tree that isn't limited to a particular class and requires the Force Sensitivity to access its talents. This means that the talent trees belonging to the various Force traditions (such as those presented in Chapter 4 of this book) are considered Force talent trees, as they are non-class-specific but require Force sensitivity to access. Other talent trees that fulfill these criteria include the Alter, Control, Dark Side, Light Side, and Sense talent trees, as well as the new Guardian Spirit talent tree presented in this chapter. Class talents, such as those belonging to the Jedi class, are not considered to be Force talents.

New Alter Talents

The following talents belong to the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location.

Make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense. If your check result equals or exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing

through it, or shooting it with a blaster) immediately reveals the true nature of the illusion to all who can see it, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Illusion Bond: Whenever you create an illusion of a humanoid using the Illusion talent, you are able to see and hear as though you were standing in the space occupied by your illusion.

Prerequisite: Illusion.

Influence Savant: Once per encounter as a swift action, you can return one Force power with the *[mind-affecting]* descriptor to your Force suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Link: You can lend your strength in the Force to another character, creating a bond between you through which the Force flows. As a standard action, you can designate one willing ally within 12 squares of you and in your line of sight. This ally must be trained in the Use the Force skill. As long as you remain within 12 squares of each other, you can aid each other on Use the Force checks as a reaction. However, the character using the aid another reaction takes a –5 penalty on all Use the Force checks until the end of his next turn.

This link lasts until the end of the encounter, or until you or your ally ends the link (a free action). You can have only one active link at a time.

Holocron Lesson: The Great Hunt

An event that took place after the Great Sith War, the Great Hunt was a crusade begun by Jedi shadows but eventually undertaken by many in the Jedi Order to wipe out dark side beasts. With Sith alchemists creating all manner of vile creatures, including chrysalis beasts and Sith abominations, the galaxy had become filled with creatures that spread the taint of the dark side of the Force wherever they went. Chief among the creatures sought out by participants in the Great Hunt were the terentateks (see page 146), which were not only dangerous but also posed an incredible threat to the Jedi. Several Jedi of the age made it their primary goal to seek out terentateks and other dark side creatures, with the sole purpose of exterminating them. Unfortunately, the effort proved futile, and many of these creatures still exist for centuries and even millennia afterward.

A Jedi uses Masquerade to hide her true appearance.



Masquerade: You can use the Illusion talent to create a disguise for yourself. You use the result of your Use the Force check made to create the illusion for the purposes of creating a deceptive appearance, as per the application of the Deception skill. All other rules and restrictions for using the Illusion talent still apply.

Prerequisite: Illusion.

Suppress Force: You can convince others that they have been cut off from the Force, even if that is not the case, preventing them from making Use the Force checks. Whenever a target with an Intelligence of 3 or higher within 12 squares of you and in your line of sight attempts to make a Use the Force check for any reason, you can spend one use of the *mind trick* Force power as a reaction. You make a Use the Force check, and if your Use the Force check equals or exceeds the target's Use the Force check result, that target's skill check is negated, and the action it was attempting fails.

Prerequisite: Influence Savant, *mind trick*.

A Kel Dor Sith Lord channels the energy from blaster bolts, turning them into Force lightning.



New Control Talents

The following talents belong to the Control talent tree (see page 101 of the Saga Edition core rulebook).

Channel Energy: Whenever you use the *negate energy* Force power to successfully negate the damage from an energy weapon attack, you can spend a Force Point as a reaction to immediately activate any Force power currently in your Force suite.

Prerequisite: Negate energy.

Force Harmony: Once per encounter, you can activate one Force talent that requires a Force Point to use without spending a Force Point.

New Dark Side Talents

The following talents belong to the Dark Side talent tree (see page 101 of the Saga Edition core rulebook).

Dark Side Savant: Once per encounter as a swift action, you can return one Force power with the *[dark side]* descriptor to your Force suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Transfer Essence: When you die, you become a dark side spirit (see page 118) until the end of the encounter. You continue to occupy a space in this form, but other creatures can occupy the same space or move through your space without impediment. As a standard action, you can attempt to possess an adjacent target. You must succeed on a Use the Force check against an adjacent target's Will Defense. If your check result equals or exceeds the target's Will Defense, you deal 8d6 points of stun damage to the target; if you reduce the target to 0 hit points or move it to the bottom of the condition track with this attack, you possess the target as though it were a willing host (see the dark spirit template for details).

Alternately, as a standard action, you can transfer your essence into a single adjacent object, such as a holocron or a lightsaber. If you do so, you lie dormant within the object until another creature attempts to use that object, at which time you can emerge and attempt to possess the creature, as described above.

If you do not possess a creature or object within 10 rounds of manifesting as a dark spirit, your spirit dissipates and ceases to exist.

Prerequisite: Dark Side Score equal to your Wisdom score.

Guardian Spirit Talent Tree

You have a spirit watching over you, providing advice and continuing your training in the Force. Although Force spirits cannot physically aid you, their guidance is critical to your success.

Guardian Spirit: You have a guardian spirit watching over you from the realm of the Force, providing you with insight and advice. You guardian spirit might be an old mentor or an ancient member of your Force tradition who has chosen to guide you to your destiny. When you use the Search Your Feelings application of the Use the Force skill, you can instead choose to consult your guardian spirit. When you do so, you learn more than just whether the results of your actions will be favorable or unfavorable; you also learn the nature of any immediate consequences, including potential encounters, and whether or not certain actions will bring you closer to achieving your destiny.

Optional Rule: Daily Force Points

Some Gamemasters may wish to have Force Points refresh more often than once per level, creating a game that allows for more incredible stunts. This optional rule allows you to use Force Points as a daily resource instead of a per-level resource, encouraging players to spent Force Points more freely. With this optional rule, characters no longer gain Force Points for leveling. Instead, each day each character has a number of Force Points to spend based on character level: 1st- to 5th-level characters have 1 Force Point; 6th- to 10th-level characters have 2 Force Points; 11th- to 15th-level characters have 3 Force Points; characters of 16th level or higher have 4 Force Points. Unused Force Points do not carry over to the next day.

When using this optional rule, the Force Boon feat should give one additional Force Point per day instead of its normal effect.

A Sith guardian spirit on Korriban



Additionally, you gain one bonus Force Point each day (available after you rest for at least 6 hours). This bonus Force Point can only be used to improve a Force power or activate a Force technique or a Force secret. If you do not spend your bonus Force Point in a given day, it is lost at the start of the next day.

Crucial Advice: Once per encounter, when you fail a skill check, you can reroll the skill check with a +2 circumstance bonus. (In the case of skill checks with multiple possible results, such as when activating a Force power with multiple effects, failing a skill check is defined achieving less than the minimum DC for that check.)

Distracting Apparition: When you have a manifested guardian spirit, the spirit also discourages your enemies and distracts them from their goals. Any enemy within 3 squares of your guardian spirit takes a –2 penalty to Will Defense and a –2 penalty on attack rolls against you.

Prerequisite: Manifest Guardian Spirit.

Manifest Guardian Spirit: You can spend a Force Point as a swift action to have your guardian spirit manifest for the duration of the encounter. Your guardian spirit appears in any square within 6 squares of you. A guardian spirit occupies a space, but creatures can move through the guardian spirit without obstruction. As long as the guardian spirit remains within 12 squares of you, you gain a +1 morale bonus on attack rolls, a +2 morale bonus on Use the Force checks, and a +2 morale bonus to Will Defense. You can move the guardian spirit up to 6 squares as a swift action once per turn.

Vital Encouragement: Once per encounter, your guardian spirit offers you vital encouragement, urging you to press on despite adversity. As a free action, you gain bonus hit points equal to 10 + one-half your heroic level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost.

New Sense Talents

The following talents belong to the Sense talent tree (see page 101 of the Saga Edition core rulebook).

Instinctive Navigation: You can substitute your Use the Force skill for any Use Computer check made to astrogate or operate sensors while you are the pilot of a vehicle.

Prerequisite: Force Pilot.

Motion of the Future: As a swift action, you can peer into the future in search of signs of danger, removing one use of the *farseeing* Force power from your active suite (as though you had just activated the power). Any time before the end of your next turn when you are the target of an attack or Force power, you can force your attacker to reroll the attack roll (or Use the Force check) against you, keeping the second result. This counts as using the *farseeing* Force power against the attacker, but this talent replaces the normal rules and effect of that power.

Prerequisite: Force Perception.

Prestige Class Talents

This section introduces several new talents for the prestige classes presented in the Saga Edition core rulebook.

Force Adept Talents

The following talents are for use with the Force adept prestige class (see page 212 of the Saga Edition core rulebook).

New Dark Side Devotee Talents

The following talents belong to the Dark Side Devotee talent tree (see page 213 of the Saga Edition core rulebook).

Dark Side Talisman: You can spend a Force Point to imbue a weapon or some other portable object with the dark side of the Force, creating a talisman that grants you protection from the light side. Creating the dark side talisman takes a full-round action. While you wear or carry the talisman, you gain a +2 Force bonus to one of your defenses (Reflex, Fortitude, or Will) against Force powers with the *[light side]* descriptor. You can have only one dark side talisman active at a given time (though you can have both a dark side talisman and a Force talisman active at the same time), and if your dark side talisman is destroyed, you cannot create another one for 24 hours.

Greater Dark Side Talisman: As Dark Side Talisman (above), except that the talisman's Force bonus extends to all three of your defenses (Reflex, Fortitude, and Will).

Prerequisite: Dark Side Talisman.

BEASTWARDEN TALENT TREE

You have learned to use the Force to touch the minds of beasts, soothing them and convincing them to do your bidding.

Charm Beast: You can make a Use the Force check in place of a Persuasion check when attempting to change the attitude of an undomesticated creature with an Intelligence of 2 or less. Additionally, you do not take the normal –5 penalty on the check if the creature can't speak or understand your language. (This talent is identical to the Dathomiri Witch talent of the same name, and both are considered to be the same talent for the purposes of satisfying prerequisites).

Bonded Mount: Whenever you encounter a domesticated beast with a friendly or helpful attitude toward you, you can spend a Force Point as a full-round action to bond the beast to you as a mount. A bonded mount shares an empathic link with you, allowing you to sense its emotions as a free action. When you ride a bonded mount, your mount uses your Reflex Defense and Will Defense instead of its own. Additionally, if your mount has any special senses (such as scent, darkvision, or low-light vision) that you do not possess, you gain the benefits of its special senses as long as you are riding that mount.

Prerequisite: Charm Beast.

Entreat Beast: You can use the Force to convince a small beast to carry objects, deliver messages, or perform other minor tasks for you. If you are near a beast that is at least indifferent to you (whether this be a pet you bring with you or a beast encountered in the wild), you can make a Use the Force check against the beast's Will Defense as a swift action. If your skill check equals or exceeds the beast's Will Defense, the beast performs one task for you from the following list: deliver one object from your person to another target within 30 squares of you; retrieve one unattended object within 30 squares of it and in its line of sight and bring it to you; or press a button, pull a lever, or otherwise perform some minor activation of an unattended item within 30 squares.

Prerequisite: Charm Beast.

Soothing Presence: Whenever you encounter a beast with an unfriendly attitude toward you, you automatically shift its attitude to indifferent (no skill check required).

Prerequisite: Charm Beast.

Wild Sense: As a swift action once per turn, you can make a Use the Force check to touch the mind of a beast with an indifferent or better attitude toward you, provided it is within 12 squares of you and in your line of sight. When you do so, the beast makes an immediate active Perception check, and you are considered to perceive everything that the beast does, including noticing targets, as though you had made the check.

Additionally, until the end of your turn, you are considered to have line of sight to anything the beast has line of sight to.

Prerequisite: Charm Beast.

MYSTIC TALENT TREE

You have studied the Force in a radically different way from other Force-users, relying on rituals and mystic lore to harness its power.

Channel Vitality: You can fuel your mastery of the Force with your own vitality. As a swift action, you can move –1 step down the condition track to gain a temporary Force Point. This temporary Force Point lasts until the end of your turn, at which point it is lost if it has not been used.

Closed Mind: Whenever a creature uses a mind-affecting effect on you that targets your Will Defense, it must roll the attack roll or skill check twice, taking the lower result.

Esoteric Technique: When you spend a Force Point to activate a Force technique or Force secret, you gain bonus hit points equal to 10 + your class level until the end of the encounter.

Mystic Mastery: Whenever you gain a level, you also gain a number of additional Force Points equal to the number of Force talents you possess (maximum +6).

Regimen Aptitude: You gain a +5 Force bonus on skill checks made to perform a Force regimen (see page 10).

Prerequisite: Force Regimen Mastery (see page 23).

TELEPATH TALENT TREE

You have mastered the art of mental manipulation, using the Force to touch, read, and affect the minds of others with ease.

Mind Probe: When you touch a living creature with an Intelligence of 3 or higher, you can use the Force to probe its mind for secrets. You must be adjacent to the target, and using the mind probe is a full-round action. If the target is unwilling, you must succeed on a Use the Force check, equaling or exceeding the target's Will Defense. This ability otherwise functions exactly as the Gather Information skill's Learn News and Rumors, Learn Secret Information, and Locate Individual applications. Your Use the Force check must still exceed the base Gather Information skill DCs in order to retrieve the information you seek, but you need not pay anything in bribes, and you retrieve the information as a part of the full-round action. Failing the skill check by 5 or more does not cause someone to notice that you are seeking the information.

Perfect Telepathy: You can communicate in full sentences and complete thoughts when you use the Telepathy aspect of the Use the Force skill, instead of just in basic phrases. However, the target of your telepathy can still only communicate in basic emotions or single thoughts.

Psychic Citadel: You gain a Force bonus to your Will Defense equal to your class level.

Psychic Defenses: Whenever another creature targets you with a Force power with the *[mind-affecting]* descriptor, it automatically takes Force damage equal to 1d6 × your Wisdom modifier (minimum ×1).

Prerequisite: Psychic Citadel.

Telepathic Intruder: Whenever you use a Force power with the *[mind-affecting]* descriptor successfully against a target, until the end of your next turn you gain a +2 Force bonus on skill checks made to activate mind-affecting Force powers and talents against that same target.

Jedi Knight Talents

The following talents are for use with the Jedi Knight prestige class (see page 217 of the Saga Edition core rulebook).

New Duelist Talents

The following talents belong to the Duelist talent tree (see page 218 of the Saga Edition core rulebook).

Lightsaber Form Savant: Once per encounter as a swift action, you can return any one spent Force power with the *[lightsaber form]* descriptor to your Force suite without spending a Force Point. You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Shoto Master: When you wield both a one-handed lightsaber and a shoto (or guard shoto), you can consider the one-handed lightsaber to be a light weapon. Additionally, if you have the Lightsaber Defense talent, you can activate the talent as a free action on your turn (instead of a swift action) whenever you wield both a one-handed lightsaber and a shoto (or guard shoto).



A Jedi Artisan teaches the basics of lightsaber construction.

Jedi Artisan Talent Tree

You have dedicated yourself to the art of creation, learning how to craft weapons and other items used by the Jedi with exquisite detail.

Call Weapon: You can use the Move Light Object application of the Use the Force skill to call a lightsaber you built into your hand and ignite it as a free action. The weapon must be in your line of sight to call it to your hand.

Lightsaber Specialist: Whenever you are armed with a lightsaber that you built, you gain a +2 morale bonus on Use the Force checks made to use the Block and Deflect talents.

Prerequisite: Masterwork Lightsaber.

Masterwork Lightsaber: Whenever you build a lightsaber, you do so with such expertise that it makes the weapon even more refined and elegant. When you build a lightsaber, you can choose to add one extra accessory to the lightsaber at the time of creation, and when you hit a target with a lightsaber that you built, you can always choose to reroll one damage die from your damage roll, but you must keep the second result, even if it is worse.

In addition, you can mentor another character while he constructs his own lightsaber. When you do so, you reduce the Use the Force check DC for constructing the lightsaber by –5.

Perfect Attunement: Whenever you spend a Force Point to add to an lightsaber attack roll made with a lightsaber that you built, you can add that same amount to the damage if the attack hits.

Prerequisite: Masterwork Lightsaber.

Quick Modification: You can spend 1 minute modifying a lightsaber you have built, removing one accessory and putting a different one in its place. Gamemasters may rule that some modifications cannot be added or removed in this way due to rarity of materials or the difficulty of the modification (such as adding or removing the electrum detail).

Prerequisite: Masterwork Lightsaber.

Jedi Instructor Talent Tree

The role of teacher is vital to the success and strength of the Jedi Order. Though all Jedi Masters take the time to instruct their apprentices, a certain few excel at the art of instruction.

Apprentice Boon: Whenever an ally within 12 squares with a lower Use the Force skill bonus than you makes a Use the Force check, you can spend a Force Point as a reaction to add to that Use the Force check. Use your level to determine how many dice to roll for the Force Point.

Share Force Secret: When you take this talent, choose one Force secret that you know. Once per turn as a swift action, you can grant the use of this Force secret to one ally within 12 squares of you who is trained in the Use the Force skill. The target gains the benefit of this secret until the end of your next turn.

Prerequisite: Must know at least 1 Force secret.

Share Force Technique: When you take this talent, choose one Force technique that you know. Once per turn as a swift action, you can grant the use of this Force technique to one ally within 12 squares of you who is trained in the Use the Force skill. The target gains the benefit of this technique until the end of your next turn. You cannot choose the Force Point Recovery technique for this talent.

Prerequisite: Must know at least 1 Force Technique.

Share Talent: Choose a talent that you already possess. The talent must be from the Lightsaber Combat talent tree, the Duelist talent tree, or the Lightsaber Forms talent tree. Once per day as a standard action, you can spend a Force Point to impart the benefits of the chosen talent to one or more allies, effectively granting them the talent (even if they don't meet the prerequisites). An ally must be within 12 squares of you and must be able to see and hear you to gain the talent; once gained, its benefits last until the end of the encounter.

You can share the talent with a number of allies equal to one-half your class level, rounded down. Only allies who are trained in the Use the Force skill can gain the benefits of the shared talent.



A Twi'lek Jedi Instructor.

You can take this talent multiple times. Each time you do so, you must select a different talent to share with this ability. You can share each talent with your allies only once per day.

Prerequisite: At least one talent from the Lightsaber Combat, Duelist, or Lightsaber Forms talent tree.

Transfer Power: As a standard action, you can spend any one use of a Force power currently in your Force suite, adding a use of that power to the Force suite of any ally trained in the Use the Force skill. The ally must be within 12 squares of you and in your line of sight. When your ally uses that power, it disappears from his or her Force suite. If the ally does not use the Force power before the end of the encounter, it is permanently removed from his or her Force suite.

Prerequisite: Force Training feat.

JEDI INVESTIGATOR TALENT TREE

You are one of the Jedi Order's most trusted investigators, tasked with ferreting out the truth through a combination of detective work and Force divination.

Echoes in the Force: You can use the *farseeing* power on a location instead of on an individual creature, peering into the location's past to view events that occurred there. Unlike the normal use of the *farseeing* power, you are actually looking into the location's past (at a time you designate), and you must be standing in the location being viewed. The target DC for your Use the Force check is 20, +1 for each day into the past that you attempt to scry. When you look into the past, you need only specify a time in a number of days, as you can sense tremors in the Force that focus your visions on meaningful events that day.

Jedi Quarry: As a swift action, you designate a single target creature as the focus of your attentions. You gain a +2 bonus to your speed any time you spend a move action to move, provided that you end your movement adjacent to the target. You retain this bonus (and may not use this talent again) until your target surrenders, is reduced to 0 hit points, or moves to the bottom of the condition track, or until the encounter ends.

Prepared for Danger: Whenever you have at least one unspent *farseeing* power in your Force suite, you can spend that *farseeing* power to regain any one other Force power as a swift action.

Sense Deception: Whenever someone makes a Deception or Persuasion skill check against your Will Defense, you can make a Use the Force check, replacing your Will Defense with the result of your Use the Force check if it is higher.

Unclouded Judgment: Whenever you are the target of a mind-affecting Force power or talent, you can spend a Force Point as a reaction to negate the effects of that Force power or talent (no skill check required).

Prerequisite: Sense Deception.

JEDI WEAPON MASTER TALENT TREE

You have learned to use the Force to master a variety of weapons, and have expanded your martial prowess to cover more than just lightsabers.

Combat Trance: Whenever you use the *battle strike* power, you gain the power's bonus on attack rolls on your first melee attack made each round until the end of the encounter. If you do not attack in a round, this effect ends.

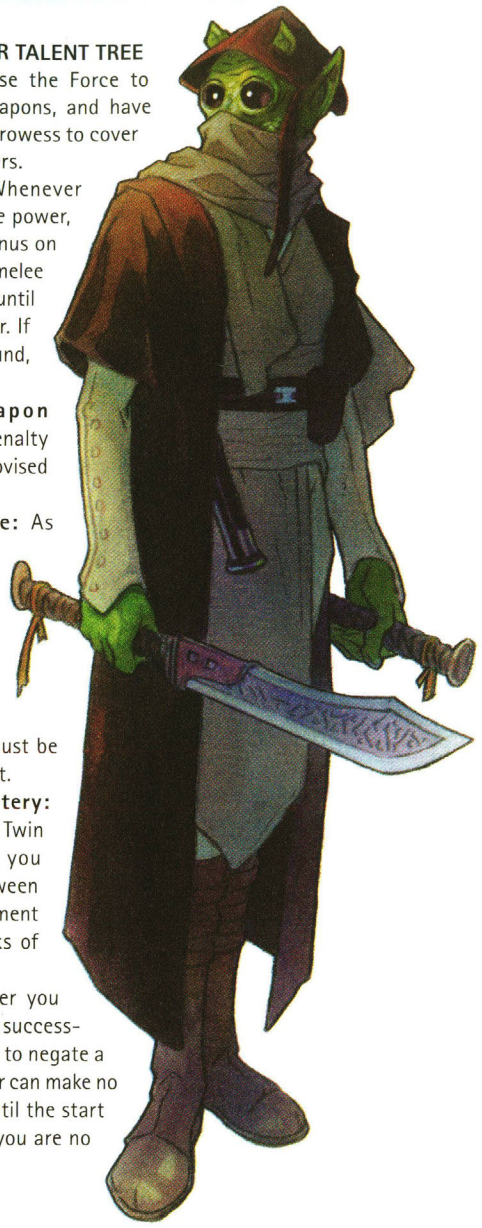
Improvised Weapon Master: You take no penalty on attack rolls with improvised weapons.

Twin Weapon Style: As a standard action, whenever you are wielding two weapons (or a double weapon), you can make one attack with each weapon (or each end of a double-weapon). Each attack must be against a different target.

Twin Weapon Mastery: Whenever you use the Twin Weapon Style talent, you can move 2 squares between each attack. This movement does not provoke attacks of opportunity.

Shoto Pin: Whenever you are wielding a shoto and successfully use the Block talent to negate a melee attack, the attacker can make no further melee attacks until the start of its next turn or until you are no longer adjacent to it.

Prerequisite: Block.



A Rodian Jedi Weaponmaster.

Sith Apprentice Talents

The following talents are for use with the Sith apprentice prestige class (see page 222 of the Saga Edition core rulebook).

SITH ALCHEMY TALENT TREE

You have learned the alchemical arts of the ancient Sith Lords and can create objects and creatures that are filled with the power of the dark side.

Cause Mutation: You can use your mastery of Sith alchemy to create mutated abominations. You must have access to a willing (or unconscious) creature to which you will apply the Sith Abomination template (see the sidebar) or the Chrysalis Beast template (see page 133). You also need a medical lab outfitted for the process, which requires a number of days equal to the creature's modified CL. You must spend a Force Point at the completion of the process to complete the transformation. A creature you have mutated is considered to be a domesticated creature, but for you only (unless it was already a domesticated creature before its mutation).

Prerequisite: Sith Alchemy.

Rapid Alchemy: As a standard action, you can perform minor alchemical alterations to a melee weapon you wield. For the remainder of the encounter, you gain a +2 equipment bonus on attack rolls with that weapon. Additionally, once before the end of the encounter, you can sacrifice this bonus as a free action to gain a +5 equipment bonus on a single damage roll you make with that weapon.

Sith Alchemy: Your knowledge of Sith alchemy allows you to imbue certain objects with the power of the dark side. You can perform any of the following alchemical transformations, though each time you do so, increase your Dark Side Score by 1.

Create Sith Amulet: You can create a Sith amulet. The creation of a Sith amulet requires 25,000 credits' worth of gems and other raw materials, and the creation process takes 1 week (this work can be spread out over several sessions and need not be consecutive). At the end of the process, you must spend a Force Point to complete the Sith amulet, after which point it functions exactly as a Sith amulet (see page 68).

Create Sith Armor: You can transform a suit of normal battle armor into the dark armor worn by Sith Lords. You must have a suit of battle armor to transform into the dark armor (light battle armor becomes light dark armor, medium battle armor becomes medium dark armor, and heavy battle armor becomes heavy dark armor). The transformation process takes 1 day for light dark armor, 2 days for medium dark armor, and 3 days for heavy dark armor. You must spend a Force Point at the end of the creation process to complete the armor's transformation.

Create Sith Talisman: You can spend 1 Force Point to imbue a portable object with the dark side, creating a Sith talisman that provides offensive strength to a Force power. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, you add 1d6 to your

damage with Force powers. You increase your Dark Side Score by 1 when you first wear or carry a Sith talisman. You can have only one Sith talisman active at any given time, and if it is destroyed, you cannot create another one for 24 hours.

Create Sith Weapon: You can alchemically treat a simple melee weapon or an advanced melee weapon, turning it into a Sith weapon. You must spend a Force Point and spend 1 hour imbuing the weapon with the properties of a Sith alchemical weapon. A lightsaber does not ignore the Sith weapon's DR, and characters who are proficient in the weapon's use can treat it as a lightsaber for the purposes of the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, as a swift action, the wielder of a Sith weapon can spend a Force Point to gain a bonus equal to his Dark Side Score to the damage of his next attack made with the weapon before the end of the encounter. This increases the wielder's Dark Side Score by 1.

Sith Alchemy Specialist: You can modify an object with Sith alchemy so that it gains a specific trait. Specific traits are listed on Table 1–1. You can only perform one modification at a time. Unless otherwise noted, you cannot grant more than one benefit to a single object, and you cannot apply the same benefit more than once. You must spend a Force Point and devote 1 hour of uninterrupted work to apply a trait to the relevant object, and when you do so, you increase your Dark Side Score by 1.

Prerequisite: Sith Alchemy.

TABLE 1-1: SITH ALCHEMY

DARK ARMOR TRAIT	BENEFIT
Cortosis Weave	Automatically deactivates any lightsaber that strikes the wearer
Dark Side Energy	Grants the wearer a +2 equipment bonus on Use the Force checks made to activate powers with the *[dark side]* descriptor
Dark Side Stealth	Grants the wearer a +2 equipment bonus on Use the Force checks made to avoid detection
Imposing Form	Grants the wearer a +2 equipment bonus on Persuasion checks made to intimidate

SITH ABOMINATION TRAIT	BENEFIT
Damage Reduction	A Sith abomination gains DR 5 or increases its existing DR by +5
Iron Will	A Sith abomination gains a +2 equipment bonus to its Will Defense
Vile Natural Weapons	A Sith abomination's natural weapons are laced with Sith poison (see page 69)

SITH WEAPON TRAIT	BENEFIT
Jagged Weapon	Any time the Sith weapon damages a living creature, that creature takes 1d4 points of damage at the start of its next turn
Master's Weapon	The Sith weapon grants a +2 equipment bonus on Use the Force checks to Block and Deflect
Vile Weapon	The Sith weapon is always considered to be laced with Sith poison (see page 69)

WHISPERS OF THE SITH SPIRIT: SITH ABOMINATION (TEMPLATE)

The Sith alchemists of the past were not just content to create powerful weapons and suits of armor—they also wanted living weapons. The ancient Sith who first discovered alchemical secrets learned to manipulate the genetic structure of living creatures, even sentient species. The Sith abomination is the result, the Massassi abomination (see page 123) but one example.

To create a Sith abomination, make the following changes to a creature's statistics:

Challenge Level: Increase the base creature's CL by +1.

Dark Side Score: A Sith abomination always has a Dark Side Score equal to its Wisdom score.

Ability Scores: Increase the base creature's Constitution score by +4. Decrease the base creature's Intelligence and Wisdom scores by –2 each.

Abominable Presence: Any creature that starts its turn within 6 squares of a Sith abomination is subject to an attack (1d20 + the base creature's Strength or Constitution bonus, whichever is higher) against its Will Defense. If the attack succeeds, the creatures moves –1 step down the condition track. This is a fear effect. Other Sith abominations are immune to this effect.

Force Sensitivity: All Sith abominations gain the Force Sensitivity feat as a bonus feat.

SITH ABOMINATIONS CREATED FROM COMMON SPECIES.



Feats

Feats provide game mechanics for core character concepts. They allow characters from any class to access significant special abilities, as long as certain prerequisites are met.

Follow Through

You have learned to take down an enemy with an attack and then use your momentum to dash across the battlefield.

Benefit: If you deal enough damage to your opponent with a melee attack to reduce it to 0 hit points, you can immediately move up to your speed. You can use this ability once per turn.

Special: If you have the Cleave feat, you can move up to your speed before making the extra melee attack granted by the Cleave feat.

Force Regimen Mastery

You learn one or more Force regimens, which you can use to enhance your regular training.

Prerequisites: Force Sensitivity, trained in the Use the Force skill.

Benefit: You learn a number of Force regimens (see page 10) equal to 1 + your Wisdom modifier (minimum 1).

Special: You can take this feat more than once. Each time you take this feat, you learn a number of additional Force regimens equal to 1 + your Wisdom modifier (minimum 1). If your Wisdom modifier permanently increases, you immediately gain a number of Force regimens equal to the number of Force Regimen Mastery feats you have taken.

Long Haft Strike

You have learned to take advantage of oversized lightsabers, turning them into double weapons.

Prerequisite: Proficient with weapon used.

Benefit: When you use a lightsaber pike or a long-handle lightsaber, you can attack with both ends of the weapon, treating it as a double weapon. See the description of the individual weapon for more information on attacking with both ends of the weapon.

Relentless Attack

You ensure the demise of your foe by turning misses into opportunities.

Prerequisites: Proficient with weapon used, Double Attack with weapon used

Benefit: Choose one weapon group or exotic weapon for which you have the Double Attack feat. Whenever you miss a target with that weapon, you gain a +2 competence bonus on your next attack roll made before the end of your next turn against the missed target.

Special: You can select this feat multiple times. Each time you select this feat, it applies to a different weapon group or exotic weapon.

Unswerving Resolve

You stand your ground in the face of terrifying or domineering opposition.

Prerequisite: Base attack bonus +2.

Benefit: Whenever you are targeted by a fear effect or mind-affecting effect that fails to affect you (such as when the skill check required to use the effect fails to beat your Will Defense), you gain a temporary Force Point. If this Force Point is not used before the end of your next turn, it goes away.

If you negate the contingent effect in any way (such as by using *rebuke* to negate a mind-affecting Force power), you do not gain the benefit of this feat.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the variety of powers available to Jedi and other Force traditions, light and dark.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents such as Telekinetic Power and Telekinetic Savant.

Blind [Telekinetic]

You hurl dirt, dust, and debris at your foe, affecting its perception. **Time:** Swift action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. Make one roll and compare the result to the target's Reflex Defense. Of the result equals or exceeds the target's Reflex Defense, the target is considered flat-footed, and all other creatures have concealment from your target until the start of your next turn. Creatures that do not rely on eyesight to perceive (such as Miraluka) are immune to this effect.

Special: You can spend a Force Point to use this power as a free action, instead of as a swift action.

Convection

You alter your body chemistry, causing your skin to burn with incredible heat. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the start of your next turn, all of your unarmed melee attacks deal +1d6 points of fire damage. Any target that takes fire damage also catches on fire (see page 255 of the Saga Edition core rulebook).

DC 20: As DC 15, except your melee attacks deal +2d6 points of fire damage.

DC 25: As DC 15, except your melee attacks deal +3d6 points of fire damage.

Message from the Faculty: Move Object

The rules for the *move object* power allow a character to hurl objects at other targets, dealing damage to them. By the strict interpretation of the rules, the size of the object and the damage dealt by throwing the object are independent of one another; for example, you can throw a Medium object with a DC 25 check and still deal 6d6 points of damage.

As an optional rule, Gamemasters can link object size to the damage dealt with the power, meaning that the object being thrown deals damage equal to the damage listed on the line corresponding to that object's size; for example, Medium objects always deal 2d6 damage, Large objects always deal 4d6 damage, Huge objects always deal 6d6 damage, and so forth. However, Gamemasters should be prepared to make exceptions in situations where players show creativity or when the situation seems to warrant higher damage for a smaller object, such as using the power to drive a Large metal spike through the cockpit of an AT-ST.

DC 30: As DC 15, except your melee attacks deal +4d6 points of fire damage.

Special: You can spend a Force Point to deal the bonus fire damage to any creature that strikes you with an unarmed attack or makes a grab or grapple attack against you, for as long as the power is in effect.

You can maintain *convection* from round to round, extending the normal duration. Maintaining the *convection* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *convection*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Crucitorn

You can ignore the debilitating effects of physical pain and focus despite great physical trauma. **Time:** Reaction (to an attack or Force power). **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You gain a +5 Force bonus to your damage threshold against any damage you take from the attack or Force power.

DC 20: As DC 15, except the Force bonus increases to +10.

DC 25: As DC 15, except the Force bonus increases to +15.

DC 30: As DC 15, except the Force bonus increases to +20.

Special: You can spend a Force Point to increase the bonus to your damage threshold by an additional +5.

Cryokinesis

You can use the Force to draw heat away from an object, causing its temperature to drop rapidly. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: The object becomes cold to the touch and more fragile. Reduce the object's DR by 5 until the end of your next turn. Additionally, if the object is a mechanical or electronic device, it automatically moves –1 step down the condition track.

DC 25: As DC 20, except the object's DR is reduced by 10.

DC 30: As DC 20, except the object's DR is reduced by 15.

DC 35: As DC 20, except the object's DR is reduced by 20.

Special: You can spend a Force Point to increase the penalty to the object's DR by 5. An object moved to the bottom of the condition track by this power ceases to function until it is repaired, but is otherwise unharmed.

You can maintain *cryokinesis* from round to round, extending the normal duration of the DR reduction (though the object does not move farther down the condition track). Maintaining the *cryokinesis* power is a swift action and you do not make a new Use the Force check each round. If you take damage while maintaining *cryokinesis*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Drain Energy

You can draw the energy out of a powered object, such as a blaster's power pack or a power generator. **Time:** Standard action. **Target:** One powered weapon or object within 6 squares of you and in your line of sight.

Message from the Faculty: Line of Sight

Many Force powers require that the target be both within line of sight and within a certain range. The Sense Surroundings application of the Use the Force skill can be used to perceive targets despite the presence of barriers such as walls and doors or concealment such as fog and smoke. By the strictest interpretation of the rules, using Sense Surroundings to ignore penalties to Perception checks does not grant line of sight; it merely allows one to perceive the target (just as hearing someone coming around the corner doesn't grant line of sight). However, in some situations a Gamemaster may wish to allow a character to use Sense Surroundings to gain line of sight. If a character has the Improved Sense Surroundings Force technique, the Gamemaster can allow a character that has perceived a target to also have line of sight to that target, provided that the character used the Sense Surroundings application of the Use the Force skill earlier in the character's turn.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You drain the energy from the energy cell or cells powering a Small or smaller weapon or powered object. You completely drain the object of its energy, and it cannot be used until its energy cells are replaced.

DC 25: As DC 20, except you drain a Medium or smaller weapon or object.

DC 30: As DC 20, except you drain a Large or smaller weapon or object.

DC 35: As DC 20, except you drain a Huge or smaller weapon or object. If the object is being powered by a power generator, you drain all of the power from that instead.

Special: You can spend a Force Point to increase the size of the object that can be drained by one size category (up to Gargantuan).

Fold Space

You can use the Force to bend space, transporting an object almost instantaneously from one place to another. **Time:** Full-round action. **Target:** One held or unattended object within 6 squares and line of sight or one vehicle you occupy.

Make a Use the Force Check. The result of the check determines the maximum size of the object you can transport and the distance you can transport it.

DC 20: You can move a Medium or smaller object up to 6 squares.

DC 25: You can move a Large or smaller object up to 12 squares.

DC 30: You can move a Huge or smaller object up to 18 squares.

DC 35: You can move a Gargantuan or smaller object up to 24 squares.

DC 40: You can move a Colossal or smaller object up to 30 squares.

Special: If the object you are transporting contains other objects or creatures (such as a starship), everything contained within the object is transported as well.

You can spend a Force Point to increase the maximum size of the object you can move by two categories, up to Colossal (cruiser) in size, or double the distance the object is transported.

Force Light [Light Side]

You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side. **Time:** Standard. **Targets:** See text.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Until the end of your next turn, any creature with a Dark Side Score of 1+ that begins its turn within 6 squares of you automatically takes 1d6 points of Force damage and takes a –1 penalty on attack rolls. This is an area effect.

DC 25: As DC 20, except the damage increases to 2d6 points.

DC 30: As DC 20, except the damage increases to 3d6 points.

DC 35: As DC 20, except the damage increases to 4d6 points.

Special: You can spend a Force Point to increase the damage dealt by +1d6 points.

You can maintain *Force light* from round to round, extending the normal duration. Maintaining the *Force light* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *Force light*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Force Storm [Dark Side]

You create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area. **Time:** Standard action. **Target:** One designated area within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You create a *Force storm* that covers a 3×3 square area. At least one square within that area must be within the given range of this power. All squares within the *Force storm* are filled with driving acid rain that provides concealment and deals 2d6 points of acid damage to any creature that enters the *Force storm* or begins its turn within the area. The storm also imposes a –5 penalty on Perception checks to listen, as the storm howls loudly. The *Force storm* lasts until the end of your next turn. This is an area effect.

DC 25: As DC 20, except the Force storm covers a 4×4 square area.

DC 30: As DC 20, except the Force storm covers a 5×5 square area.

DC 35: As DC 20, except the Force storm covers a 6×6 square area.

Special: You can spend a Force Point to increase the damage dealt by the acid rain by +2d6 points.

You can maintain *Force storm* from round to round, extending the normal duration. Maintaining the *Force storm* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *Force storm*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Force Track

You peer into the Force for guidance, picking up the trail of your quarry. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You determine the path taken by a specific creature you designate, provided you are within line of sight of the creature's trail. You can track the creature (as per the Track application of the Survival skill) without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last minute.

DC 20: As DC 15, except the creature you are tracking need only have passed through in the last 10 minutes.

AN IKTOTCHI SITH LORD USES FORCE TRACK IN PURSUIT OF A JEDI.



DC 25: As DC 15, except the creature you are tracking need only have passed through in the last hour.

DC 30: As DC 15, except the creature you are tracking need only have passed through in the last day.

Special: You can spend a Force Point to track up to two targets simultaneously.

Hatred [Dark Side]

You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves. **Time:** Standard action. **Targets:** See text.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the end of your next turn, any creature that starts its turn within 6 squares of you takes 1d6 points of Force damage and takes a –1 penalty to all defenses.

DC 20: As DC 15, except the damage increases to 2d6 points.

DC 25: As DC 15, except the damage increases to 3d6 points.

DC 30: As DC 15, except the damage increases to 4d6 points.

Special: You can spend a Force Point to increase the damage dealt by +1d6.

You can maintain *hatred* from round to round, extending the normal duration. Maintaining the *hatred* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *hatred*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

INERTIA

You can use the Force to shift your body's inertia, allowing you to perform impossible stunts. **Time:** Move action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You move up to half your speed along a wall as though it were the ground, ignoring the normal effects of gravity for the duration of this movement. If you are not on the ground when you end this movement, you fall to the ground.

DC 20: As DC 15, except you can move at your normal speed along the wall.

DC 25: As DC 15, except you can move at your speed + 2 squares along the wall.

DC 30: As DC 15, except you can move at your speed + 4 squares along the wall.

Special: You can spend a Force Point to increase the speed you move along the wall by +2 squares.

INSPIRE [LIGHT SIDE]

You fill your allies with hope and courage, allowing them to face even the most daunting of odds. **Time:** Swift action. **Targets:** All allies within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: The targets gain a +2 Force bonus to Will Defense against mind-affecting and fear effects until the end of your next turn.

DC 25: As DC 20, except bonus increases to +5.

DC 30: As DC 20, except the bonus increases to +10.

DC 35: As DC 20, except the targets are immune to mind-affecting and fear effects.

Special: You can spend a Force Point to grant each target 2d6 bonus hit points when the power is first activated. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away.

You can maintain *inspire* from round to round, extending the normal duration. Maintaining the *inspire* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *inspire*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

INTERCEPT [TELEKINETIC]

You use the Force to telekinetically hurl a small object in the path of an incoming projectile, preventing it from striking you. **Time:** Reaction. **Target:** One incoming ranged attack targeting you.

Make a Use the Force Check. If your Use the Force check equals or exceeds the attack roll result of the incoming ranged attack (including all modifiers), you negate the attack against you.

Special: You can use this power to negate an object being used as a projectile weapon with the Move Light Object application of the Use the Force skill, or the *move object* Force power. In both cases, the DC for your Use the Force check is equal to the Use the Force check made by the enemy targeting you with the projectile. If you are successful, the object being used as a projectile weapon does not hit you and deals no damage to you. Additionally, if the object was moved with the *move object* power, the activator of that power can no longer maintain the *move object* power on that object.

You can spend a Force Point to use this power to intercept some of the barrage of shots from a ranged weapon set on autofire. If you succeed on the Use the Force check, you take half damage if the autofire attack hits and no damage if the attack misses.

MEMORY WALK [DARK SIDE, MIND-AFFECTING]

You torment an enemy by causing him to relive his most horrible memories. **Time:** Standard action. **Target:** One creature with an Intelligence of 3 or higher within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Compare the result to the target's Will Defense. If the skill check equals or exceeds the target's Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn.

DC 25: As DC 20, except the target loses its move action on its next turn.

DC 30: As DC 20, except the target loses its standard action on its next turn.

DC 35: As DC 20, except the target loses its standard action and its swift action on its next turn.

Special: You can spend a Force Point to increase the damage by +2d6.

You can maintain *memory walk* from round to round, extending the normal duration. Maintaining the *memory walk* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *memory walk*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Mind Shard [mind-affecting]

You use the Force to splinter the mind of an opponent, wracking it with pain. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result to the target's Will Defense. If the skill check equals or exceeds the target's Will Defense, the target takes 2d8 points of Force damage and moves –1 step down the condition track. Furthermore, the target cannot improve its condition until the end of your next turn (although other creatures may use abilities to improve its condition).

DC 20: As DC 15, except the damage increases to 3d8.

DC 25: As DC 15, except the damage increases to 4d8.

DC 30: As DC 15, except the damage increases to 5d8.

Special: You can spend a Force Point to increase the damage by +2d8.

Plant Surge

You reach out with the Force to entreat the aid of plants, causing them to lash out at your enemy. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. Compare the result of the Use the Force check to the Fortitude Defense of the target. If the skill check equals or exceeds the target's Fortitude Defense, the target's speed is 0 until the end of your next turn. A creature can escape (restoring its normal speed) by making a grapple check as a standard action, opposed by your Use the Force check.

Special: There must be one or more plants adjacent to the target, or else this power fails automatically.

The Force Through the Ages

Not every Force power or talent is well known in all eras. Knowledge is gained and lost over time, and techniques that are common during the Great Sith War are all but forgotten by the time of the Clone Wars. Though all Force powers and talents in the core rulebook are assumed to be applicable in all eras, some of the powers found in the various campaign guides and within this book may be restricted by era. Gamemasters should feel free to rule that some Force-related abilities just cannot be found in some eras. In particular, Force powers are likely to be extremely restricted during the Dark Times and the Rebellion era, as they represent a time when Emperor Palpatine tightly controls knowledge of the Force and the Jedi have become all but extinct. In eras where the Jedi are commonplace, a wider variety of techniques may be available for use, but even then much knowledge has been lost, or is yet to be discovered.

A Bith Jedi Scholar uses plant surge on a droid commando.



You can spend a Force Point to impose a –10 penalty to the target's grapple checks made to escape the *plant surge*.

You can maintain *plant surge* from round to round, extending the normal duration. Maintaining the *plant surge* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *plant surge*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Thought Bomb [mind-affecting]

You use the Force to radiate out harmful waves of telepathy, damaging the minds of nearby foes. **Time:** Standard action. **Targets:** All enemies within 2 squares of you.

Make a Use the Force Check. Compare the result of the skill check to each target's Will Defense. If the result equals or exceeds the target's Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn. This is an area effect.

Special: You can spend a Force Point to increase the damage dealt by this power by +2d6 points.

Lightsaber Form Powers

The following Force powers are part of a new group of abilities called lightsaber form powers. These powers are tagged with the *[lightsaber form]* descriptor. Each power represents a single technique associated with one of the Jedi lightsaber combat forms. Each power uses some Force manipulation, and most also involve a lightsaber attack; additionally, each power has an special added benefit that you gain as a result of having the appropriate lightsaber form talent for that power. You must be wielding an activated lightsaber to use any power with the *[lightsaber form]* descriptor. You cannot *rebuke* a lightsaber form power, with two exceptions: *draw closer* and *pushing slash*

Lightsaber form powers are intended to help Jedi (and Sith) characters make use of special attacks associated with the various lightsaber forms well before they are able to take the talent. They are also a good way for a character to say that he or she is a practitioner of a certain form without necessarily having spent a precious talent on that form. Many famous Jedi are regarded as students of multiple forms, and with these lightsaber form powers, your heroes can dabble in several different forms, even if they are only considered masters of a small few.

Assured Strike [Lightsaber Form]

You trade power for accuracy. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a –5 penalty on your damage roll.

DC 20: As DC 15, except you take a –2 penalty on your damage roll.

DC 25: As DC 15, except you take a –1 penalty on your damage roll.

DC 30: As DC 15, except you take no penalty on your damage roll.

Lightsaber Form (Juyo): If you have the Juyo talent and miss with both attack rolls, this power remains in your Force suite instead of being spent as normal.

Special: You can spend a Force Point to roll your attack roll three times, keeping the highest result.

Barrier of Blades [Lightsaber Form]

You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. Until the start of your next turn, you can use the result of your Use the Force check in the place of your Reflex Defense against incoming non-area ranged attacks.

Lightsaber Form (Shien): If you have the Shien talent, you can redirect (as per the Redirect Shot talent) one blaster bolt that misses you while this power is in effect.

Special: You can spend a Force Point to have the benefits of this power also apply to attacks from ranged weapons set on autofire. If such an attack hits you while this power is in effect, you take half damage; if it misses you, you take no damage.

Circle of Shelter [Lightsaber Form]

You create a protected area around yourself, through which enemies have difficulty reaching you or your allies. **Time:** Standard. **Targets:** You plus all allies adjacent to you.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Until the end of your next turn, you and all adjacent allies gain a +1 deflection bonus to Reflex Defense.

DC 25: As DC 20, except the bonus increases to +2.

DC 30: As DC 20, except the bonus increases to +5.

Lightsaber Form (Soresu): If you have the Soresu talent, you can add the deflection bonus on Use the Force checks made to use the Block and Deflect talents until the end of your next turn.

Special: You can spend a Force Point to also apply the deflection bonus from this talent to the Fortitude Defense of all adjacent allies.

Contentious Opportunity [Lightsaber Form]

You seize the moment when your opponent gives you an opening, darting in to strike. **Time:** Free action (when you make an attack of opportunity). **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: If you hit with your attack of opportunity, you deal an additional +1 die of damage.

DC 25: As DC 20, except you deal an additional +2 dice of damage.

DC 30: As DC 20, except you deal an additional +3 dice of damage.

DC 35: As DC 20, except you deal an additional +4 dice of damage.

Lightsaber Form (Makashi): If you have the Makashi talent, you gain a +2 Force bonus on attacks of opportunity (including this one) until the end of your next turn.

Special: If you hit with the attack of opportunity, you can immediately spend a Force Point to reduce the target's speed by 2 squares until the end of its next turn.

Deflecting Slash [Lightsaber Form]

You use the momentum from your effort to deflect a projectile to strike at an adjacent opponent. **Time:** Reaction (when targeted by a non-area ranged attack). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against any one target within your reach after the damage is resolved.

DC 20: As DC 15, and you deal +1 point of damage to the target of your lightsaber attack on a hit.

DC 25: As DC 15, and you deal +3 points of damage to the target of your lightsaber attack on a hit..

DC 30: As DC 15, and you deal +5 points of damage to the target of your lightsaber attack on a hit.

Lightsaber Form (Soresu): If you have the Soresu talent, you can spend a Force Point to redirect the incoming attack (as per the Redirect Shot talent) at any other target within 6 squares of you.



A Gran Jedi uses a deflecting slash.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds its attack roll.

Disarming Slash [Lightsaber Form]

You strike at your opponent's weapon, attempting to rip it from his grasp. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Make a single melee attack with a lightsaber against an adjacent opponent. If the attack deals damage, you can use your Use the Force check result in place of an attack roll to make an immediate disarm attempt against the target. If you succeed at your disarm attempt, you can have the weapon drop to the ground or call it to your own hand (assuming you have a free hand with which to hold the weapon).

DC 20: As DC 15, except your target gains only a +5 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

DC 25: As DC 15, except your target gains only a +2 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

DC 30: As DC 15, except your target gains no bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

Lightsaber Form (Shii-Cho): If you have the Shii-Cho talent, you can use this power as a reaction to being attacked by an adjacent opponent.

Special: You can spend a Force Point to deal damage to the target's weapon equal to the damage you dealt to the target, provided you successfully disarm that opponent.

Draw Closer [Lightsaber Form, Telekinetic]

You grab an opponent with the Force, drawing him into the path of your weapon. **Time:** Standard action. **Target:** One enemy within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: If your target is Medium or smaller in size and is neither grabbed nor grappled, you immediately pull it into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the power fails). You can then make a single melee attack with a lightsaber against the target.

DC 20: As DC 15, except your target may be Large or smaller.

DC 25: As DC 15, except your target may be Huge or smaller.

DC 30: As DC 15, except your target may be Gargantuan or smaller.

Lightsaber Form (Niman): If you have the Niman talent, you can target a creature within 12 squares (instead of 6 squares).

Special: You can spend a Force Point to pull the target into any adjacent space.

A Cathar Jedi uses Draw Closer on a Sith Assassin.



Falling Avalanche [Lightsaber Form]

You raise your lightsaber above your head and then bring it crashing down on your opponent with incredible force. **Time:** Standard action. **Target:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target, provided that is no more than one size category larger than you. If your attack deals damage, you can push the target 1 square away from you, and then move into the space that enemy just vacated. Neither your movement nor the target's movement provokes attacks of opportunity. You cannot move a target that is grabbed or grappled.

DC 20: As DC 15, except you can push the target 2 squares and can move through spaces your target passed through to end adjacent to your target.

DC 25: As DC 15, except you can push the target 3 squares and can move through spaces your target passed through to end adjacent to your target.

DC 30: As DC 15, except you can push the target 4 squares and can move through spaces your target passed through to end adjacent to your target.

Lightsaber Form (Djem So): If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

Special: You can spend a Force Point to knock your opponent prone at the end of its forced movement.

Fluid Riposte [Lightsaber Form]

You smoothly turn aside an opponent's melee attack, stepping in to deliver your own attack. **Time:** Reaction (when an adjacent opponent makes a melee attack against you). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then immediately move to any other square adjacent to your attacker and make a single melee attack with a lightsaber against it. This movement does not provoke attacks of opportunity.

Lightsaber Form (Djem So): If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

Special: You can spend a Force Point to treat the attacker as flat-footed for purposes of your lightsaber attack.

Hawk-Bat Swoop [Lightsaber Form]

You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react. **Time:** Action. **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You move up to 2 squares; this movement does not provoke attacks of opportunity. If you end your movement adjacent to a target, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to 4 squares.

DC 25: As DC 15, except you can move up to 6 squares.

DC 30: As DC 15, except you can move up to 8 squares.

Lightsaber Form (Ataru): If you have the Ataru talent, you can also move up to 2 squares after you resolve your lightsaber attack. This movement does not provoke attacks of opportunity.

Special: You can spend a Force Point to deal +2 dice of damage with your lightsaber attack.

ANAKIN AND OBI-WAN IN A SABER LOCK.



High Ground Defense [Lightsaber Form]

You know how to take advantage of the terrain and gain a defensive advantage from it. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the start of your next turn, if you are standing on a low object or in difficult terrain, any creature that moves adjacent to you provokes an attack of opportunity from you.

DC 20: As DC 15, except you gain a +1 Force bonus on attacks of opportunity until the start of your next turn.

DC 25: As DC 15, except you gain a +2 Force bonus on attacks of opportunity until the start of your next turn.

DC 30: As DC 15, except you gain a +5 Force bonus on attacks of opportunity until the start of your next turn.

Lightsaber Form (Sokan): If you have the Sokan talent, you deal +1 die of damage with attacks of opportunity until the start of your next turn.

Special: You can spend a Force Point to move 1 square each time you make an attack of opportunity until the start of your next turn. This movement does not provoke attacks of opportunity.

Makashi Riposte [Lightsaber Form]

You are trained in a Makashi technique that allows you to slightly change the angle of an opponent's attack before striking with a decisive riposte of your own. **Time:** Reaction (when an adjacent opponent makes a melee attack against you). **Target:** You plus one enemy within your reach.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against your target after the damage is resolved. You deal half damage to the target on a miss.

Lightsaber Form (Makashi): If you have the Makashi talent, until the end of your next turn the target provokes an attack of opportunity from you if it makes an attack and is within your reach.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

Pass the Blade [Lightsaber Form]

You deactivate your lightsaber as your opponent attempts to block it, reactivating it just after it passes by his blade. **Time:** Standard action. **Target:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target. Your opponent takes a –2 penalty on Use the Force checks made to block the attack, as per the Block talent. (This penalty also applies to the Primitive Block talent from *The Force Unleashed Campaign Guide*.)

DC 20: As DC 15, except the target takes a –5 penalty on its Use the Force check.

DC 25: As DC 15, except the target takes a –10 penalty on its Use the Force check.

DC 30: As DC 15, except the target cannot use the Block talent to negate the attack.

Lightsaber Form (Tràkata): If you have the Tràkata talent, you also ignore any deflection bonus the target has from the Lightsaber Defense talent.

Special: You can spend a Force Point to deal +2d6 points of damage with your lightsaber attack if it hits.

Pushing Slash [Lightsaber Form, Telekinetic]

You strike at your target with your lightsaber, then hurl him away from you with the Force. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, compare the result of your Use the Force check to the target's Fortitude Defense. If your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 2 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.

DC 20: As DC 15, except you push the target 3 squares away from you.

DC 25: As DC 15, except you push the target 4 squares away from you.

DC 30: As DC 15 except you push the target 5 squares away from you.

Lightsaber Form (Niman): If you have the Niman talent, you also compare the result of your Use the Force check to all other adjacent enemies; if your Use the Force check equals or exceeds an enemy's Fortitude Defense, it is pushed 1 square away from you. This is an area effect.

Special: You can spend a Force Point to knock the target prone at the end of its forced movement. (This applies only to the target of your lightsaber attack.)

Message from the Faculty: Saber Locks

Many times two lightsaber combatants will strike at one another, locking their lightsabers together in a test of strength and skill as their blades crackle with contact. As an optional rule, whenever a Jedi with the Block talent rolls his Use the Force check to negate the attack and the skill check result is exactly equal to the incoming attack roll, the attack is negated and a saber lock occurs. Both characters lock their lightsabers together, and both the original attacker and the blocking Jedi make an opposed Initiative check. The character with the higher result may make an immediate unarmed attack against the other character as a free action, at which point the saber lock ends.

A Selkath Jedi uses a pushing slash.



Rising Whirlwind [Lightsaber Form]

You swing your lightsabers around your body, creating a brilliant whirlwind of deadly light. **Time:** Standard action. **Targets:** Two enemies within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make two lightsaber melee attacks, each one against a different target. If both attacks hit, you gain 10 bonus hit points. Damage is subtracted from bonus hit points first, and any remaining bonus hit points disappear at the end of the encounter.

DC 20: As DC 15, except you gain 15 bonus hit points.

DC 25: As DC 15, except you gain 20 bonus hit points.

DC 30: As DC 15, except you gain 25 bonus hit points.

Lightsaber Form (Jar'Kai): If you have the Jar'Kai talent, you can move up to 2 squares between the two attacks. This movement does not provoke attacks of opportunity.

Special: You must be wielding two lightsabers to use this power. You can spend a Force Point to deal an +1d6 damage to each target you hit.

Saber Swarm [Lightsaber Form]

You slash at your opponent rapidly, aiming many short strikes at the target's body. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You can make two lightsaber melee attacks against a single target. Each of these attacks is made at a –5 penalty.

DC 25: As DC 20, except the attacks are made at a –2 penalty.

DC 30: As DC 20, except the attacks are made at a –1 penalty.

DC 35: As DC 20, except the attacks suffer no penalty.

Lightsaber Form (Ataru): If you have the Ataru talent, your opponent takes a –5 penalty on all Use the Force checks made to block your attacks using the Block talent or the *Makashi riposte* power (see page 32).

Special: You can spend a Force Point to move up to 2 squares before or after you use this power. This movement does not provoke attacks of opportunity.

Sarlacc Sweep [Lightsaber Form]

You lash out at multiple enemies, striking them with a sweeping motion. **Time:** Standard action. **Targets:** One enemy within your reach (the primary target) plus one other enemy within your reach (the secondary target).

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the primary target. The attack deals normal damage to the primary target and 5 points of damage to the secondary target if the attack hits.

DC 20: As DC 15, except increase the damage to the secondary target by +1d6 points.

DC 25: As DC 15, except increase the damage to the secondary target by +2d6 points.

DC 30: As DC 15, except increase the damage to the secondary target by +3d6 points.

Lightsaber Form (Shii-Cho): If you have the Shii-Cho talent, you can use this power in the place of a melee attack roll at the end of a charge. You gain the benefits of the Powerful Charge feat on the initial lightsaber attack only if you use this power in this way.

Special: You can spend a Force Point to affect two secondary targets, provided both enemies are within your reach and adjacent to the primary target of your lightsaber attack.

Shien Deflection [Lightsaber Form]

You deflect an incoming attack and leap toward your attacker with fierce abandon. **Time:** Reaction (when an enemy makes a non-area ranged attack against you). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then move up to your speed toward your attacker, and if you end your movement within reach of your attacker, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to your speed + 2 squares.

DC 25: As DC 15, except you can move up to your speed + 4 squares.

DC 30: As DC 15, except you can move up to your speed + 6 squares.

Lightsaber Form (Shien): If you have the Shien talent, until the start of your next turn you take no cumulative penalties on your Use the Force checks for multiple Deflect attempts.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

Swift Flank [Lightsaber Form]

You leap over or dash around your opponent, striking before he has time to react. **Time:** Standard action. **Targets:** You plus one adjacent enemy.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You can move up to half your speed; this movement does not provoke attacks of opportunity. You can then make a single melee attack with a lightsaber against an adjacent target. If the space you occupy and the space you started in are spaces that flank the opponent, the opponent is considered to be flanked for your attack.

DC 25: As DC 20, except you can move up to your speed.

DC 30: As DC 20, except you can move up to your speed + 2 squares.

DC 35: As DC 20, except you can move up to your speed + 4 squares.

Lightsaber Form (Vaapad): If you have the Vaapad talent, your target is considered flat-footed against you until the end of your turn.

Special: You can spend a Force Point to increase your movement by 2 squares.

A Gand Jedi uses a twin strike.



Tempered Aggression [Dark Side, Lightsaber Form]

You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you. **Time:** Standard Action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 30: You can make a single melee attack with a lightsaber against the target. If you beat the target's Reflex Defense by 10 or more, the attack is treated as a critical hit.

DC 35: As DC 30, except you must beat your target's Reflex Defense by 5 or more.

DC 40: As DC 30, except you must beat your target's Reflex Defense by 2 or more.

Lightsaber Form (Vaapad): If you have the Vaapad talent, this Force power does not have the *[dark side]* descriptor for you.

Special: You can spend a Force Point to deal +2 dice of damage with the attack if it hits. These additional dice of damage are added after damage is doubled, if it is a critical hit.

Twin Strike [Lightsaber Form]

You swing both of your lightsabers in an arc toward the target, slamming them home with great force. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against your target. If this attack hits, add the base damage dice of your other lightsaber to the damage roll.

DC 25: As DC 15, and you gain a +1 Force bonus on the attack roll.

DC 30: As DC 15, and you gain a +2 Force bonus on the attack roll.

Lightsaber Form (Jar'Kai): If you have the Jar'Kai talent, you triple your deflection bonus to Reflex Defense from the Lightsaber Defense talent instead of doubling it until the end of your next turn.

Special: You must be wielding two lightsabers to use this power. You can spend a Force Point to add +1 die of damage to the damage from your lightsaber attack.

Unbalancing Block [Lightsaber Form]

You catch an opponent's weapon on your blade before deactivating your blade momentarily, causing him to stumble. **Time:** Reaction (when an adjacent enemy makes a melee attack against you). **Target:** You.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your Use the Force check equals or exceeds the target's Will Defense, the target is considered flat-footed until the end of your next turn.

Lightsaber Form (Tràkata): If you have the Tràkata talent, you deal +2 dice of damage with the first attack you make on your next turn against your attacker.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

Unhindered Charge [Lightsaber Form]

You move quickly to your opponent, ignoring difficult terrain and obstacles. **Time:** Standard action. **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can move up to your speed toward an enemy, ignoring difficult terrain and low obstacles. If you end your movement within reach of your enemy, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to your speed + 2 squares.

DC 25: As DC 15, except you can move up to your speed + 4 squares.

DC 30: As DC 15, except you can move up to your speed + 6 squares.

Lightsaber Form (Sokan): If you have the Sokan talent, you gain a +5 Force bonus to your Reflex Defense against attacks of opportunity made against you during this movement.

Special: You can spend a Force Point to move an additional 2 squares.

Vornskr's Ferocity [Dark Side, Lightsaber Form]

You walk the thin line between darkness and light as you ferociously attack your foe. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You make a single melee attack with a lightsaber against the target, dealing +1 die of damage if you hit.

DC 25: As DC 20, except you deal +2 dice of damage.

DC 30: As DC 20, except you deal +3 dice of damage.

DC 35: As DC 20, except you deal +4 dice of damage.

Lightsaber Form (Juyo): If you have the Juyo talent, this power does not have the *[dark side]* descriptor for you.

Special: You can spend a Force Point to use this power at the end of a charge.

Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, usually come with years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are only available to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

Whenever you gain access to a new Force technique, select it from the available options presented here, in the core rulebook, or in other game supplements. Once selected, a Force technique cannot be changed.

Cure Disease

When you use the *vital transfer* power, if your Use the Force check equals or exceeds the Treat Injury DC of a disease currently ailing the target, you can spend a Force Point to cure that disease.

Extended Blind

The base range for your *blind* power increases to 18 squares (instead of 12 squares).

Extended Force Disarm

The base range for your *Force disarm* power increases to 18 squares (instead of 12 squares).

Extended Force Grip

The base range for your *Force grip* power increases to 18 squares (instead of 12 squares).

Extended Force Thrust

The base range for your *Force thrust* power increases to 18 squares (instead of 12 squares).

Extended Move Object

The base range for your *move object* power increases to 18 squares (instead of 12 squares).

Improved Convection

When your target takes fire damage from *convection*, the fire attacks the target's Fortitude Defense using your base attack bonus instead of the normal +5 bonus (see page 255 of the Saga Edition core rulebook for more information on fire damage).

Improved Crucitorn

If you use *crucitorn* and the attack or Force power still deals more damage than your damage threshold, you do not expend this use of the power, and it remains in your Force suite.

Improved Cryokinesis

You can use *cryokinesis* on occupied vehicles within range; however, the vehicle only moves down the condition track if your Use the Force check also exceeds the vehicle's Fortitude Defense.

Improved Fold Space

Whenever you use *fold space*, you can spend a Force Point to move the object anywhere within line of sight. Alternately, you can spend a Destiny Point to move the object anywhere within the same star system.

Improved Force Light

You can spend a Force Point to cause your *Force light* to blind those it harms; any creature that takes damage from *Force light* grants concealment to all other targets until the end of its next turn. You can spend a Destiny Point to change this to total concealment instead.

Improved Force Storm

You can spend a Force Point when you activate *Force storm* to fill the storm with *Force lightning*. When you activate the power, and again whenever you spend a standard action to maintain the power, compare the results of your Use the Force check to the Reflex Defense of one target within the storm's area. If the skill check result equals or exceeds the target's Reflex Defense, the target takes 3d6 points of Force damage. You can spend a Destiny Point to increase the damage to 6d6 points.

Improved Plant Surge

You can spend a Force Point to have *plant surge* target all enemies in a 5×5 square area; at least one square must be within the power's range. Alternately, you can spend a Destiny Point to target all enemies in a 10×10 square.

Improved Thought Bomb

You can spend a Force Point to have *thought bomb* target all enemies within 5 squares of you. Alternately, you can spend a Destiny Point to target all enemies within your line of sight.

Force Secrets

Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection of the Force and are usually available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply.

Whenever you learn a new Force secret, you can select it from the following options, as well as those presented in the core rulebook and other game supplements. Once selected, a Force secret cannot be changed

Holocron Loremaster

Whenever you activate a Force power, you can spend a Force Point to add one use of any Force power known by any ally within 12 squares of you (whether you know that power or not) to your Force suite. Once used, the power cannot be regained by any means, and if the power is not used by the end of your next turn, it is lost. You can spend a Destiny Point to have the power lost at the end of the encounter instead of the end of your next turn.

Additionally, you can enhance any holocron you possess, adding your knowledge to its memory. You can create a holocron gatekeeper in your own image in that holocron. See page 67 for more information on holocron gatekeeper creation.

Mentor

Whenever you activate a Force power, you can spend a Force Point to add one use of that power to the Force suite of one ally within 12 squares of you and in your line of sight. Once used, the power cannot be regained by any means, and if the power is not used by the end of the ally's next turn, it is lost. You or the ally can spend a Destiny Point to have the power lost at the end of the encounter, instead of the end of the ally's next turn.

You can take this Force secret only if you have successfully trained an apprentice to knighthood (or the equivalent rank for other Force traditions).



Chapter II
Philosophy



Of all the elements present in the *Star Wars* saga, the one that brings everything together is the Force. Without it, Palpatine would have no power to put his plans into motion as effectively as he did. Without it, the Sith-controlled Empire could not replace the Republic as the central government of the galaxy. Without it, neither the Sith nor the Jedi would have any extraordinary abilities to help them accomplish their goals. Without the Force, we would not have Anakin Skywalker, destined to fulfill an age-old prophecy.

Throughout the *Star Wars* saga, we have heard the Force referred to as an energy field created by all living things, the source of power for all Jedi, and that which unites all life in the galaxy. Although the Force is all that and more, we do not have very specific information about it. This chapter delves into the beliefs held by the Jedi, the Sith, and other Force-using traditions in an attempt to answer pertinent questions about the Force.

What is the Force?

The Force, by its nature, is one of the most enigmatic concepts of the *Star Wars* galaxy. It can empower an individual. It can both heal and harm. It can be a boon or a detriment. Depending on which philosophy of the Force one follows, the interpretation of what the Force is and what it can do varies widely.

Of all the Force traditions in the galaxy, the Jedi Order probably has the best understanding of the Force. Even within the ranks of the Jedi, the Force takes on different roles and works in different ways. While they might seem similar in scope, the beliefs behind these interpretations can be vastly dissimilar.

The Living Force, as accepted by Jedi throughout the ages, is believed to exist in most living creatures. Jedi who believe in the tenets of the Living Force rely on their instincts and become attuned to the living things around them. They are mindful of the future and what might result from their current actions, but they remain focused on the present. The Living Force has both a light side and a dark side, and Force-users must be mindful of their emotions lest they succumb to the temptation of the dark side. Those who adhere to the doctrines of the Living Force believe that life creates the Force and that the Force is an omnipresent field of energy that surrounds and permeates living things, and that living things are connected by it. Through the Living Force, certain Jedi are able to retain their identities after death, manifesting as Force spirits while still becoming one with the Force.

Jedi who adhere to the Living Force view recognize the existence of midichlorians in all living beings. The higher the concentration of midichlorians in a life form, the stronger that life form's connection is to the Force, and the greater its potential is to use it—for good or evil.

The Unifying Force, garnering less support among the Jedi than the Living Force, teaches that the Force is a single power and has neither a light side nor a dark side. The Unifying Force has no sides and does not take sides, treating all living creatures equally. This view has been supported by the likes of Vergere and Emperor Palpatine. (The only significant difference between the Jedi view and Palpatine's view is that the Sith see the Force as a means to an end, while the Jedi see it as an end in itself.) Those who follow the Unifying Force tend to keep their eyes on the future and possibilities, leading them to act in ways to fulfill a destiny instead of focusing on the here and now, like those who follow the Living Force.

One particular view of the Force that is often confused with the Unifying Force is known as the Potentium. While both philosophies believe that there is only one Force, the Potentium's take on the matter differs by stating that the Force is inherently good and what is perceived as the dark side is actually a twisted perversion of the Force. By that standard, anyone following the Potentium way of thinking could perform any action and use the Force in any way they see fit, as long as the intention behind it is good. The Jedi Order does not support this belief at all, acknowledging its existence as nothing more than a means of misguiding people to the dark side and subverting Jedi teachings.

Other traditions offer even more interpretations of the nature of the Force, providing further argument that the Force still remains a mystery for most of those who choose to study it.

The Aing-Tii monks, based out of the Kathol Rift, view the Force in much the same way as the Jedi. However, they see it as not having a light side or a dark side. They believe that the Force has varying levels, much like a rainbow, and can manifest itself in many different ways. People who use the Force are not strictly good or purely evil when they use it. What they choose to do with it helps determine the color of the Force's spectrum in which they engross themselves.

The Fallanassi believe in a power that works very similar to the Force, but they call it the White Current. The White Current flows like a river through the galaxy and all living beings. As such, a single person attempting to tap into it is like trying to divert a raging river with one's hand; it cannot be done. Instead, the Fallanassi immerse themselves in the Current and let it flow through them like a conduit. They do not impose their will on it, but they merely shape the flow of the Current into whichever form is needed for the task at hand.

The Sorcerers of Tund use the Force in much the same manner as the Sith, but they portray the source of their power as magic. They have crafted a litany of arcane symbols and languages that permit them wield their Force powers as spells. They use these spells to create illusions and alter their forms. Their belief in the Force as a magical power is so strong that even the most influential Jedi cannot hope to convince them otherwise.

Many beings beyond the Kathol Rift tap into a Force-like power called the Ta-Ree. The Ta-Ree is actually a twisted manipulation of the Force in that region of space. It was created when a group of ancient Kathol entered an immense crystalline structure to protect themselves from death; unfortunately for them, the structure's guardian decided to trap them inside. After a time, the survivors were absorbed by their crystal prison and twisted the Force and the fabric of space around it.

Aspects of the Force

It's safe to say that throughout the galaxy, different Force-using traditions interpret and view the Force differently. This section focuses on the philosophies accepted by the Jedi Order, since the Jedi offer the most widely accepted and practiced viewpoints.

Throughout the Jedi Order's history, the endless struggle against the Sith has revealed that the Force breaks down into two commonly opposed aspects: the light side and the dark side. While the majority of Jedi believe that the light side must prevail for order to be maintained, others acknowledge that the dark side's influence cannot be erased and will always be around,affecting those who call upon it.

The Light Side

The part of the Force known as the light side deals mainly with the ideals pertaining to the preservation and advancement of life: good, benevolence, and healing. Those who hold themselves to the tenets of the light side strive to establish harmony with their surroundings and the creatures that dwell in it. They act out of wisdom and logic, making decisions based on knowledge and peace instead of emotion and haste.

The Jedi, as champions of the light side of the Force, take this view very seriously and have incorporated a variety of values and techniques to help promote this way of thinking and nurture the emotions that promote the light side. These values have culminated into what is known as the Jedi Code, the modern version of which was documented and commented upon by Master Odan-Urr.

The Jedi Code

While the Jedi Code dictates a number of issues relating to understanding and mastering the Force, it is not entirely about that. A Jedi must feel the Force to know it, and ancient texts and rules cannot substitute for that experience. At the same time, a Jedi's social behavior cannot be learned by applying the Force to it. The Jedi Code also gives a set of expectations and guidelines by which a Jedi must conduct himself. By following the Code, anyone can open up and allow the light side of the Force to flow freely through them and gain a better understanding of the universe and everything around them.

A closer examination of the Jedi Code helps to provide some insight not only into the way Jedi behave but also into the way following such strictures helps to foster a way of life conducive to averting the temptations of the dark side. The Code is categorized into three subjects: self-discipline, responsibility, and public service.

LUKE SKYWALKER LEARNS SELF-DISCIPLINE ON DAGOBAH.



The Jedi Code: Self-Discipline

Self-discipline is one of the key factors of Jedi behavior, and many lessons taught to the Jedi from a very young age focus on this basic doctrine. At first, the lessons are simple and no different than the lessons taught to other children throughout the galaxy. But as the young Jedi grows, the lessons increase in complexity to emphasize the importance of a disciplined life.

Conquer Arrogance: A Jedi is taught that he is no better than another being who cannot touch the Force. A Jedi is not a Jedi simply because of his strong connection with the Force; he is a Jedi because somebody taught him to be one.

Conquer Overconfidence: As young Jedi pupils learn of their Force-using abilities, they start to take on the behavior that they can do anything with that power. Jedi instructors teach these students to realize their limits so that they can accurately measure how far they can go, as well as understand their own limitations.

Conquer Defeatism: Possibly the greatest enemy a Jedi must face is the unshakable belief that nothing can be accomplished, regardless of the size of the task. A Jedi should plan for success before contemplating failure. Planning to fail increases the chance to fail, and expecting to lose encourages one to put forth insufficient effort.

Conquer Stubbornness: A Jedi who focuses too much on a single goal or perspective loses sight of other possibilities, including ones that might yield better results. A Jedi must learn that staying on one path or clinging to one point of view can be costly. A Jedi must keep her mind open and not be afraid to change with the situation.

Conquer Recklessness: Young Jedi always seem too anxious to master their lightsabers and charge into battle without thinking ahead and developing some form of plan. These Jedi lack self-restraint. Acting impulsively has many times led to the loss of life or limb and placed easily obtained goals out of reach. A Jedi must learn to pace himself at all times, be aware of unseen dangers and obstacles, and not tumble headlong into them.

Conquer Curiosity: All people, no matter how public their lives are entitled to their privacy. A Jedi who pokes into somebody's business unnecessarily not only invades an individual's private life but also brings shame upon the Jedi for acting so rudely and creating distrust. Using the Force to do so only complicates matters further. The Force does not exist to serve one's curiosity.

Conquer Aggression: For those less experienced in the ways of the Force, knowing the difference between attack, defense, and aggression does not come easily. A Jedi can attack and even kill without aggression, especially if she is calm, at peace, and not filled with anger or hatred. However, killing one's opponent should not become a common act, and a Jedi must explore every alternative before employing lethal force.

Conquer External Loyalties: A Jedi is free to have connections with others outside of the Order, but divided loyalties can compromise a Jedi's effectiveness. Other loyalties can distract him from the task at hand and cause undue hardship for others. For this reason, the Jedi Order recruits students at a very young age and actively discourages relationships early in life that can create problems in the future. The Order also prohibits marriage without special permission from the High Council. A Jedi's loyalties should lie with the Force, the Jedi Order, the Republic, and himself, in that order.

Conquer Materialism: Like external loyalties, possessions can also be a distraction. A Jedi doesn't need to lead a ascetic life, but she learns to travel light, carrying with her only the bare essentials. Very few Jedi own more than what they can carry.

The Jedi Code: Responsibility

Once the ideals of self-discipline are learned, a Jedi becomes more open to the light side of the Force and can more successfully listen to its will. In addition, a Jedi can begin taking responsibility for his actions. Any Jedi that does not take responsibility for his actions lacks the discipline expected of him as a member of the Jedi Order.

Practice Honesty: Honesty is the first responsibility of the Jedi, and recognizing its importance is vital to becoming a valued member of the Order. Although certain situations might require a Jedi to stretch the truth or create falsehoods within a particular situation, a Jedi must remain honest with himself, his Master, and the Council. Continually creating lies or subjecting others to delusions invites suspicion and incites anger from others upon discovery of the truth.

Honor Your Promises: A Jedi that makes a promise should be prepared to follow through with that promise or make amends, if necessary. One who makes promises that he does not intend to keep creates dishonesty and is less likely to be trusted.

Honor Your Padawan: Every Jedi Master that takes a Padawan under her wing has a responsibility toward helping that pupil complete his training. A Padawan should be treated with dignity and respect. A Master should not reprimand her Padawan in front of others, but she should commend him in public when he does something worthy of praise. Doing this helps build his confidence and helps improve the relationship between the Master and her apprentice.

Honor Your Master: Likewise, a Padawan should honor his Master at all times. Although disagreements might occur, taking it to the point of argument is not wise. When dealing with others apart from his Master, a Padawan should speak only when spoken to. At all other times, the Padawan should wait for his Master to address the issue. By doing so, the Master will not have to worry about the need to apologize for his apprentice's behavior.

Honor the Jedi Council: Within the Jedi Order, the High Council is the final authority in all matters. However, it cannot watch over every single Jedi in the galaxy. Therefore, a Jedi dispatched on a mission represents the Jedi Order and the Council through his words and actions. At the same time, the Council must answer for what the Jedi says and does during his mission, and putting the Council in a difficult situation brings dishonor upon its members.

Honor the Jedi Order: A Jedi's words and actions represent the Order as a whole. Positive words and deeds reflect positively, while negative ones damage the Order's reputation. Billions of people inhabit the galaxy, and only a small fraction of them have ever encountered a Jedi. The words and deeds of a single Jedi often create a first (and often lasting) impression of the Order as a whole.

Whispers of the Sith Spirit: Shades of Darkness

The temptation to tap into the dark side of the Force is felt most strongly by those who have never sensed its allure. When a situation seems dire or when a character desperately wants to succeed at a given task, he can look to the dark side to give him a boost.

If a character's Dark Side Score is less than or equal to half of his Wisdom score, he can choose to call upon the dark side to roll 1d6 and add the result to any roll adjusted by the expenditure of a Force Point. Doing so increases the character's Dark Side Score by 1. If the character commits an evil act with the bonus he receives from calling upon the dark side, his Dark Side Score increases by an additional point.

Honor the Law: The Jedi Order was appointed by the Galactic Republic to be the protectors of peace and justice throughout the galaxy. As the Republic's enforcers of the law, the Jedi must also be bound by that same law. Any Jedi that is sent out to perform missions for the Republic must strive to avoid breaking the law. When venturing into areas of space outside the Republic's jurisdiction, a Jedi must exercise extreme care, for local governments might operate differently than the Republic, and a incident in which the Jedi breaks local laws might cause delays in resolving the situation through Republic channels.

Honor Life: Since life is what strengthens the light side of the Force, honoring life in all forms is one of the highest priorities of the Jedi Order. Care must be taken to protect life and avoid unnecessary death, for killing someone gives strength to the dark side of the Force. If a situation arises where a life must be taken after all other options have been contemplated, a Jedi should make sure that the reason is justified. Typically, this should be done in self-defense or the defense of others incapable of defending themselves. A Jedi should never assume that the taking of a life is no cause for concern. Once a Jedi does not care about committing murder, then he has begun walking down the path to the dark side.

The Jedi Code: Public Service

Even as the Jedi Order strives to expand its knowledge of the Force, it also exists to serve the public's needs. If the Jedi did not have the ability to use the Force, they would still serve as protectors of peace and justice, for doing so is one of the main reasons why the Order was appointed by the Republic. The fact that Jedi can and do use the Force merely accentuates the principle of serving the general public.

Many of the ideals set forth for Public Service meld easily with promotion of the light side of the Force, but one must carefully weigh his options when seeking to uphold these ideals to make sure that as few people as possible are adversely affected by doing so.

Duty to the Republic: Despite misconceptions held by some of the populace, the Jedi Order is not a part of the Galactic Republic. Nevertheless, the Jedi serve the Republic to uphold its laws and protect its citizens. When they are not needed, they are asked to stand aside, which the Jedi willingly do. This long-standing arrangement between the two organizations was created long ago, for reasons that have been long forgotten.

Render Aid: In conjunction with promoting the ideals of the light side of the Force, all Jedi endeavor to provide aid to those in need whenever possible. However, a Jedi should not forego his other ideals to do so.

Defend the Weak: A Jedi should defend those that are unable to defend themselves. At the same time, a Jedi must be aware that what might seem to be oppression in one culture might not necessarily be so in another. The morals and ethics of other cultures need to be carefully considered before taking action, lest a Jedi insinuate herself into a situation where her help is not desired.

Provide Support: Although a Jedi toils to help others in need, he must sometimes suspend his wishes and let others impart assistance instead, even if the Jedi could perform the act more quickly or easily. The Jedi should assist only as the situation requires, offer advice upon request, warn when necessary, and argue if proper reason fails.

Padawans and Apprentices

Upon reaching knighthood, some Jedi seek to take on apprentices, passing on their knowledge to future generations. Some Jedi have apprentices thrust upon them, as Ahsoka Tano was thrust upon Anakin Skywalker, and some Jedi choose to train apprentices out of a sense of obligation, as Obi-Wan Kenobi trained Anakin Skywalker and, later, Luke Skywalker.

Jedi heroes in the *Star Wars Roleplaying Game* can also take on apprentices, training them in the ways of the Force. There are two methods that can be used to adjudicate such an apprenticeship. The first is to simply have the Gamemaster introduce the Padawan as an NPC, attached to a particular hero who is serving as the Padawan's Master. In this case, the Gamemaster simply crafts the statistics for the low-level Padawan and has the Padawan join the party, going on adventures as normal. The Padawan remains under the control of the Gamemaster, and no new game mechanics are needed.

The other method is to treat the training of an apprentice as an important step for a Jedi Knight, both in terms of character development and also mechanically. This situation uses the new rules presented below to make an apprentice more than just an NPC that tags along on adventures, and helps to circumvent the difficulties presented by adding NPCs to the party of higher-level characters. Under these rules, the Padawan joins the Jedi on his or her adventures, all the while helping his or her Master learn more about the nature of a Jedi Knight's responsibilities.

For the purposes of these rules, the phrases "Padawan" and "Jedi Knight" are interchangeable with the equivalent ranks in other Force traditions, such as Sith apprentices and Sith Lords, Jensaarai apprentices and Jensaarai Defenders, and so forth.

Obtaining a Padawan

You must be at least 8th level to obtain a Padawan. Provided an apprentice is available (the Gamemaster is free to determine whether or not training a Padawan is appropriate for the campaign), the player need only declare that he or she wishes to take on a Padawan. At this point, the Gamemaster should craft an appropriate Padawan for the hero to train, using the following guidelines.

A Padawan obtained in this manner is a nonheroic character. The Padawan begins at 1st level, with the following starting feats: Force Sensitivity, Skill Training (Use the Force), Weapon Proficiency (lightsabers), and Weapon Proficiency (simple weapons).

Padawans are likewise limited in their feat selection. Padawans cannot take the Skill Focus feat (representing the fact that the apprentice has yet to master any particular skill), except for those that are granted as conditional bonus feats by the Padawan's species.

The Gamemaster chooses the Padawan's species, other trained skills, and feats. Padawans are also given a lightsaber and cannot build their own until 7th level. Human Padawans should probably take Force Training as their species bonus feat, and all Padawans should take Force Training as their 3rd and 6th level feats as well. The Gamemaster chooses Force powers for the Padawan that are also known by the Padawan's Master.

Padawans in Adventures

Since a Padawan is a nonheroic character that is likely significantly lower in level than the rest of the party, certain special benefits are conferred upon the Padawan while she undergoes training. Whenever the Padawan is within 12 squares of her Master, she adds her Master's heroic level to all of her defenses. Additionally, when the Padawan takes damage that would reduce her to 0 hit points and that exceeds her damage threshold (that is, damage that would kill her), she does not die but instead falls unconscious. While unconscious, the Padawan can still be killed by all of the normal means, including the coup de grace action. Lastly, if the Padawan is adjacent to her Master, she can redirect any attack made against her to her Master as a reaction, provided the player is willing.

A Padawan is not directly under the control of the hero that trains her, though Gamemasters should have the Padawan obey her Master's commands. In combat, a Padawan can be used to set up flanks or to aid on attack rolls, or use Force powers when appropriate to help out in the battle. Outside of combat, the Padawan typically uses the aid another action to help her Master on skill checks, or occasionally provide skill checks for skills in which no one else in the party is trained.

Padawans do not take their own cut of the XP earned by a party; instead, a Padawan simply gains as much XP as her Master whenever XP is awarded. In this manner, Padawans gain levels much faster than their Masters, though this does allow a Jedi to train multiple apprentices over the course of a single campaign.

Benefits of Training a Padawan

Each time a Padawan gains a level, her Master gains the 24-hour bonus from the Education destiny (see page 114 of the Saga Edition core rulebook), regardless of whether the Master has that destiny or not. In addition to the traditional help that a Padawan can provide over the course of an adventure (such as aiding in combat, assisting on skill checks, and so forth), a Padawan can act as a method for delivering Gamemaster advice and suggestions to the Jedi hero that is training her.

Achieving Knighthood

When a Jedi Padawan achieves 7th level, she continues to gain XP but cannot reach 8th level until certain circumstances are fulfilled. The Padawan must undergo her Jedi Trials—which typically involve undertaking some dangerous mission during which all of the lessons she has learned as a Jedi come into play—and then be granted the rank of Jedi Knight by her Master and the Jedi Council. Once this happens, the apprentice is no longer considered to be a Padawan and ceases to be under the tutelage of the Jedi hero. All of her nonheroic levels are traded in for heroic levels, and the Gamemaster should rebuild the Padawan as a full-fledged Jedi Knight (with one level in the Jedi Knight prestige class). Upon achieving knighthood, the character is no longer a member of the party, but the Gamemaster should feel free to include that character as a recurring NPC.

Once a Padawan reaches knighthood, the hero who trained that Padawan becomes eligible to take the Mentor Force secret (see page 37).

The Dark Side

Always seductive is the dark side of the Force. It tempts even the most pure souls to take the quick and easy path. It gives the impression that it is more powerful than the light side, creeping into the minds of those seeking shortcuts to gaining more power. However, the dark side is only easier, not more powerful. Instead of gaining strength from life like the light side, the dark side thrives on destruction and negative emotions such as fear, anger, and hate. Succumbing to these emotions leads one down the dark path to ruin.

The dark side promises a rapid rise in power. But as time goes on and one's reliance on the dark side increases, it in turn demands more from he who uses its power. Its corruption slowly overtakes the individual trapped within its grasp and wears away at his life force until he cannot possibly escape its grasp without some form of outside intervention.

Optional Rule: Resisting the Dark Side's Call

The lure of the dark side is strong. It will tempt you in ways you never thought possible. Only the strongest of wills is able to resist succumbing to the dark side after being tainted by its power for so long.

If a character's Dark Side Score more than half of her Wisdom score, she can attempt to resist taking a Dark Side Point. If she makes a successful Wisdom check (DC = 5 + her Dark Side Score), she avoids increasing her Dark Side Score in a situation where she normally would.

A DARK JEDI GIVES IN TO HIS ANGER, CUTTING DOWN A SUBORDINATE.



The Order of the Sith is the one Force tradition most recognized as having embraced the dark side of the Force. The Sith hate the fact that the Jedi Order has corrupted the galaxy with its false teachings, and its members struggle to destroy the Jedi and rule the galaxy forever. Although they do succeed for a time under Darth Sidious and his apprentice, Darth Vader, their rule of hatred and fear only lasts until Luke Skywalker redeems his father and helps him eradicate the last of the Sith to finally bring balance to the Force.

The Dark Path

Those who walk the path toward the dark side of the Force go through four different stages: temptation, imperilment, submission, and atonement or redemption. Most users of the Force, even the purest of the Jedi, can go through at least one of these stages as they walk through life. Those who are ambitious, power-hungry, filled with hatred, overly passionate, or just outright evil will experience two or more of these stages during their descent into darkness. Anakin Skywalker went through all four stages during his life: temptation as a Jedi Padawan, imperilment while he served as a Jedi Knight during the Clone Wars, submission when he served Darth Sidious as his apprentice Darth Vader, and redemption when he hurled Sidious to his death and restored freedom and order to the galaxy.

Force-users can face these stages in a variety of different ways. Pupils and apprentices can grope with these stages as they learn about the Force, their sense of morality, or their affinity with the Jedi Code.

The Dark Path: Temptation

To those who can feel it, the Force offers great power. An individual sensitive to the Force views the galaxy in a much different way than those who cannot connect to the Force. Through that insight, one can learn to use the Force in many ways but also runs the risk of having a brush with the dark side.

As a Jedi begins to learn to wield the Force and master its techniques, she opens herself to the temptations that come with it. Those who show impatience or eagerness to engage in combat are especially susceptible to the dark side's lure, as they quickly take an aggressive stance and often give in to fear or anger. If this course of action is what the Jedi prefers, then he should expect the dark side to tempt him in some way.

The Dark Path: Imperilment

A Force-user who has been tempted by the dark side enough to be on the verge of completely falling under its influence is considered imperiled, and great strength of will is required to pull them back from the edge of the abyss on which they stand. While some show little concern about taking that last step to becoming a full dark sider, others resist the dark side's call and try to use its power sparingly. They hear the voice inside their head warning them to not perform an act that will push them over the edge. Sometimes that voice is a whisper; other times it roars like thunder.

The Dark Path: Submission

Once a Jedi has completely submitted to the dark side (that is, once his Dark Side Score equals his Wisdom score), all bets are off. He no longer has any need, let alone desire, to monitor his actions, for he has become a full-fledged dark sider whose agenda has totally changed from what it was at the beginning of his descent. Those who once worked with him now see what he has become and might choose to take appropriate action, including trying to kill him. More than likely, the dark sider will leave the group to pursue his own goals and never see them again except as an adversary.

The Dark Path: Atonement or Redemption

Most of the time, one who is steeped in the dark side has no desire to return to the life he once led, wishing instead to continue along the dark path. However, exceptions exist. Those who are tainted might atone for their actions and are able to go through the effort to redeem themselves. Those who have fully submitted to the dark side cannot atone and can only be redeemed through an act of dramatic heroism.

Variations on the Dark Side

The dark side of the Force is usually presented as the driving force behind the Sith, the darkest evil in the galaxy. However, other Force traditions have been known to walk the dark path or wield the dark side from time to time and still avoid falling under its influence. Groups such as the Jensaarai have members that occasionally tap into the dark side and walk away seemingly untouched.

Optional Rule: A Helping Hand

Even though a dark sider might not seek redemption on her own, some people connected to her might feel differently. These people might include friends, family, or some loved one who seeks to pull her back before she meets a terrible fate.

Any character with a strong connection to the dark sider can urge her to turn away from the dark side. This requires a Persuasion check which can be made once per level for the dark sider. If the skill check equals or exceeds the dark sider's Will Defense plus her Dark Side Score, and she is actively listening to the plea, the dark sider's Dark Side Score is reduced by 1. Others can attempt to assist the character making the skill check with the Aid Another action.

According to the Jedi, these individuals become tainted and carry the dark side's influence with them, whether they realize it or not. Some people claim to have witnessed a slow metamorphosis of these persons' personalities over time as a result of their flirting with the dark side.

Force-using Jedi who meddle with the dark side without totally surrendering to it are sometimes referred to as Gray Jedi. A Gray Jedi taps into the light side and the dark side equally. Members of the Jensaarai outwardly deny such claims that they are Gray, but the Jedi and the Sith do not hesitate to say that the Jensaarai refuse to admit the truth to themselves. There are those in the galaxy who are not affiliated with any tradition that delve into both the light side and the dark side that are true Gray Jedi. These people cause concern for the Jedi, since these Gray Jedi often portray themselves as holding full knowledge of the Force, sometimes claiming to know more than the Jedi, and often actively recruit other Force-sensitive people to join their cause.

Applications of the Force

Having knowledge of the Force provides a good foundation to being an outstanding Jedi. But, having that knowledge is only half of what is required to fulfilling your purpose. Being able to take that knowledge and apply it in everyday life completes the expectations of a Jedi.

Everything that a Jedi can do with the Force can be broken down into three broad categories: alter, control, and sense. Some abilities work in such a way that they span two or even all three categories. These abilities are not widely known, especially the ones that fall under all three groups, and the secrets to learning these powers have been locked away, to be revealed only to those who truly need them.

ALTER

Alter talents are undeniably the most easily observable but least understood applications of the Force known by the Jedi Order. That is not to say that the Jedi know very little about this area, but a more appropriate phrase would be that the true nature of this use is still highly speculated. Using the Force to affect anything outside the body or the senses is considered an Alter ability, since it is used to "alter" someone or something. Control abilities cannot be considered in the Alter category because they affect only the Force-user's body and nothing beyond that. Sense abilities do not make any effort to manipulate anything within the Force-user's environment, only detect it.

Alter abilities (be they powers, talents, or whatever) have a variety of applications, from moving objects without physically touching them to creating a sound on the other side of a room to forming an illusion of something that is not really there. Several Force traditions, including the Sith Order and the Zeison Sha, rely heavily on Alter applications of the Force to accomplish much of what they do.

How Do Alter Abilities Work?

The theories behind how Alter abilities work are as numerous as the theories of the Force. Science cannot explain them.

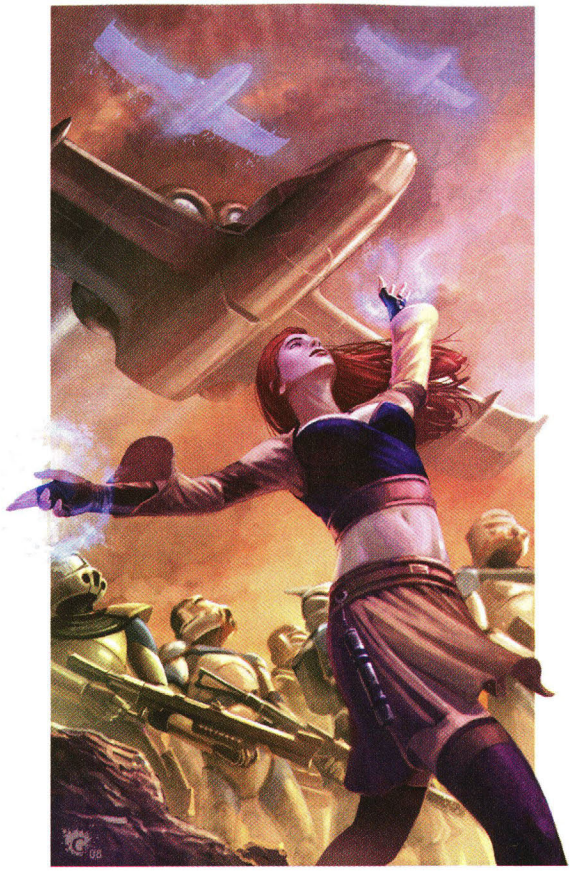
The most widely accepted theory is that the Force reacts to a Force-user's strength of will, allowing the individual to apply the Force with her mind to some other space or object.

Moving objects through the Force involves stretching out one's feelings through the Force to mentally seize the object in question and exerting one's will on it so that it performs as he wishes. Opponents of the Living Force question how this is possible on nonliving things, such as weapons and starfighters. But, the official answer from the Jedi states that the Force is created by all living things and permeates the galaxy, even around nonliving things. An individual lifts a starfighter off the ground by mastering the space around it and not thinking of it as lifeless object but as part of the greater universe.

At the same time, using powers where the Force is used as a telekinetic attack, such as when a Jedi pushes an opponent away through the Force, calls upon the same basic technique of stretching out his feelings. But instead of seizing the opponent, he shoves against the enemy and propels him backward.

Another common application is known as the mind trick, where a Jedi changes a person's perceptions or plants a suggestion into another's mind. Pushing the suggestion or desired effect through the Force, the Force-user superimposes his will onto the target's mind. Accomplishing this task might be more difficult with some races, such as the Hutts or the Toydarians. Many Jedi scholars believe that this is due to the races' physiologies being drastically different than most other races in the galaxy. Others believe that this could be because members of those races have a lower midichlorian count than what other races typically have.

FOR SOME, ILLUSIONS CAN BRING THE SAME VICTORIES AS AN ACTUAL NUMERICAL ADVANTAGE.



Healing other living creatures is one of the least common but most valued applications of the Force. Documented cases reveal that the Force can be used to close wounds, cure diseases, detoxify poisons, and heal other ailments. Despite the fact that races' anatomies differ widely, the Force helps tend to the sick and wounded, leading many Jedi to support the notion that the Force values life above all else. This also explains why healing works on different races when the mind trick does not, since the mind trick does not perform any actions to help support life.

A rare but known technique is the ability to create illusions through the Force. Though many people speculate on different methods to accomplish this task, including implanting the illusion into the minds of those the Force-user wants to see it, a number of Force-users that have mastered this practice state that they envision the image they want to create in their mind and push it out through the Force to manifest at the desired location. Both theories are sound with the caveat that neither is grounded in science.

Control

The abilities that fall under the Control category are those that involve tapping into abilities hidden within one's body and spirit to expand and enhance what can be already done or to open new doors to talents that the Force-user did not originally have. Powers and talents that improve a Force-user's speed, strength, or combat prowess fall under this category as well as healing one's own wounds.

How Do Control Abilities Work?

Allowing the Force to manipulate the body and its systems is probably one of the most easily understood applications of the Force and one of the easiest to master. In fact, most other Force traditions beside the Jedi, such as the Matukai, have mastered Control abilities to a better extent than the Jedi and are able to do far more with their bodies than some of the greatest Jedi Masters.

Using the Force in this capacity requires more than just channeling it through the body. Knowing how the body works and its limitations is key to mastering Control abilities. Countless incidents have been documented where anxious Jedi younglings have tried to do too much at one time and injured themselves with broken limbs and strained muscles in the process. Like with any other lessons, starting small is the best approach. Also, knowing where to apply the Force is important to achieve the maximum result. A Jedi wishing to leap to a ledge several stories higher should know to focus the Force on certain muscles to reach the desired height.

Sense

While some would argue that Sense abilities actually apply to improving the body and are more appropriately placed with Control, the truth is that Sense powers expand one's awareness and ability to perceive one's surroundings in more ways than just by sight and sound. Since Sense powers deal entirely with perception and awareness, they deserve to be classified in their own category.

Force-using organizations such as the Baran Do are known to master Sense abilities to levels beyond some of the more prominent traditions, including the Jedi Order.

How Do Sense Abilities Work?

Depending on your outlook on the Force, how Sense abilities work can be approached from two different angles: internally or externally. The internal theory states that the abilities exhibited by a Force-user are a result of applying the Force to your own sensory organs to enhance the way they work. The external theory asserts that those same abilities result from the Force-sensitive individual picking up signals from other life forms through the Force.

Looking at the internal theory, Sense abilities increase the efficacy of one's sensory organs, passing new information on to the brain for interpretation. Sometimes, it involves opening the eyes to locate an object outside a person's normal sight range or to examine details too small for the naked eye to perceive. Other times, it allows the ear to detect sounds whose frequencies are too high or too low for normal hearing or hear sounds so soft that even electronic equipment can barely detect them. And at other times, the Force opens the mind to perceive signals in other spectrums not normally allowed by the mind, such as picking up other people's thoughts, transmitting one's own thoughts through the Force to another person halfway across the galaxy, or perceiving disturbances in the Force caused by the sudden extermination of life on a massive scale. In these situations, applying the Force to the specific sensory organ is all that is needed. Just a small application is enough to achieve the desired effect. While no documented cases exist of Force-induced blindness or deafness, pushing too much of the Force on one single area is highly discouraged.

Taking a closer look at the external theory, Sense abilities do not truly enhance the individual's senses. However, the person stretches outward through the Force to look for indications of other life forms around him and what they are doing. No power is applied to the Jedi's eyes, ears, or any of his other senses. Instead, the signals broadcasted by other living beings are delivered through the Force to his brain to be interpreted as the mind would normally process sights and sounds received through normal means. As with the internal theory, not much of the Force is required to use these abilities, but one should not overdo it.

Influence of the Dark Side

Those allied with the dark side of the Force find ways to use every aspect of the Force to their advantage. Dark siders twist the Force to apply it in ways that are unnatural and self-serving. Even though the Jedi struggle to end these practices, some manage to avoid being caught and pass their knowledge along to students willing to learn their dark secrets and expand on what they have been taught.

The methods used by dark siders fall under the same three categories established by other Force-users in the galaxy: Alter, Control, and Sense. While the Jedi have not examined how these dark abilities manifest, the following theories and speculations about how they work are the most popular explanations within the Jedi Order.

Many of the abilities that are grouped under Control and Sense work much the same as those used by the Jedi and other organizations; the ability to improve what the body already does and perceives cannot vary too much. However, certain powers categorized under the Alter classification seem to be more easily recognized as originating from the dark side.

By focusing their anger and hatred, many dark siders are able to fly into a berserker rage, increasing their battle prowess as they give themselves over to the dark side. Using the Force in this way can sometimes push the body's capabilities beyond what it can normally handle, often leading to physical deformities or alterations (not unlike those witnessed in Darth Sidious). Observations indicate that these extreme boosts last for only a short time.

Chapter III
Equipment & Artifacts





Most Force-users, especially the Jedi and the Sith, need little in the way of special accoutrements beyond their robes and their lightsabers. Still, over the millennia that the Jedi have roamed the galaxy, certain objects, weapons, and suits of armor have gained popularity among members of the Order and, in many cases, have subsequently faded into obscurity. However, one item has never gone out of style since its creation: the lightsaber. This chapter provides an in-depth look at lightsabers, including their construction, and includes information on a variety of other objects of significance to Force-users.

Not all items are available in all eras. In the days of the Jedi Civil War, the galaxy is filled with Sith artifacts and weapons of strange construction, as the Jedi and the Sith try to outdo one another in a Force-assisted arms race. However, by the time of the Rebellion against the Empire, Emperor Palpatine had already confiscated and, in many cases, destroyed ancient Jedi and Sith artifacts, meaning that very few such objects survive in that time period and beyond. By the time that Luke Skywalker founds the new Jedi Academy, the search for Jedi artifacts unearths a few items of significance. A Gamemasters must decide which weapons and objects are available in his or her campaign, and should feel free to rule that some items simply no longer exist in the galaxy.

With that in mind, there are many ways to reintroduce lost objects and artifacts in games set farther forward in the *Star Wars* timeline. The Sith are notorious for creating tombs and mausoleums for their dead, honoring great Sith Lords with temples of epic size and complexity. Within these tombs lie many undiscovered secrets, among them lost artifacts (or, perhaps, merely the secret lore of how to recreate them). Gamemasters who rule that some objects are not available for general purchase or construction might dole out those same objects by placing such relics in undisturbed tombs, in the remains of Sith and Jedi ships of war that crashed onto remote, unknown worlds long ago, or in vessels and space stations that have drifted derelict through space for thousands of years.

Melee Weapons

Jedi primarily wield lightsabers, though there are variants of the lightsaber that work better with particular fighting styles. The weapons given on Table 3–1 are described below.

Guard Shoto

Lightsaber

A rare variant of the short shoto style of lightsaber, the guard shoto (also referred to as the lightsaber tonfa) has a second handle that sticks out from the main hilt at a 90-degree angle. It is possible to hold a guard shoto by either the main hilt or the second handle. If it is held by the second handle, the lightsaber blade can be held parallel to the forearm, allowing it to easily be used for blocks.

Because a guard shoto is designed primarily to block other lightsabers, it is most useful when its handle is laced with phrik (a lightsaber-resistant metallic compound), which can be an expensive process.

A character proficient with the guard shoto gains a +2 equipment bonus on Use the Force checks to block melee attacks or deflect ranged attacks using the Block or Deflect talent. Additionally, lightsabers do not ignore the DR of a guard shoto with a phrik-laced handle.

A guard shoto requires an energy cell to operate.

Lightfoil, Archaic

Lightsaber

Lighter than the average lightsaber and more delicately balanced, the archaic lightfoil is wielded with only one hand and was once the favored weapon of many Jedi dueling masters. Originally created by Sith agents in the Tapani Sector, lightfoils promote a more graceful fighting style and are favored by practitioners of the Makashi style of lightsaber combat. Popular in the years leading up to the Great Sith War, the lightfoil in its original form was created in much the same way as other lightsabers and benefitted from the builder's mastery of the Force.

An archaic lightfoil is delicately balanced, and its wielder can choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil cannot be wielded two-handed.

An archaic lightfoil requires an energy cell to operate.

Lightfoil, Modern

Lightsaber

After the decline of the Sith in the Tapani Sector, the art of creating a true lightfoil was all but lost. However, craftsfolk in the employ of the nobles from the Tapani Sector continued to try and meet the demand for the archaic weapon millennia after the secrets of building the original lightfoil died with the Sith who had mastered them. The modern lightfoil, still popular among young Tapani Sector nobles, is less potent than its original form but can be built even by those who have no training in the Force.

A modern lightfoil is delicately balanced, and its wielder can choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil cannot be wielded two-handed.

A modern lightfoil requires an energy cell to operate.

Holocron Lesson: Archaic Power Packs and "Retrosabers"

The archaic lightsaber is an example of how ancient technology evolved into an object of great importance in modern times. Though few examples of archaic lightsabers still exist in the galaxy, Jedi historians have preserved a few of these ancient weapons and have even devised ways of recharging their failing power packs.

The archaic power pack has one advantage over its modern analogs. The fact that the lightsaber is physically attached to the power pack by a power cord means that the weapon doesn't go far or roll away on its own when dropped, though any kind of force applied to the power cord (such as a disarm attempt) immediately disconnects the lightsaber from its power source.

For modern Jedi, there is almost no reason to use an archaic lightsaber with its special, belt-mounted power packs other than for nostalgic reasons. However, Jedi artisans have spent years examining archaic power packs, in search of a way to turn its disadvantages into advantages. At least one Jedi Master claims to have found a way to reconstruct the archaic power cell using modern technology, creating a version of the archaic lightsaber that uses the most cutting edge components. Though still possessing the form of an archaic lightsaber—a blade-emitting hilt connected to a belt-mounted power pack—this weapon takes advantage of thousands of years of technological achievement to produce a weapon that is not only as potent a the modern lightsaber but also possesses some unique advantages that Jedi artisans have sought for decades.

Construction of an archaic lightsaber using modern components—dubbed the retrosaber by its creators—follows much the same process as construction of a normal lightsaber. A retrosaber has a base construction DC of 25 and deals 2d8 damage (instead of the archaic lightsaber's usual 2d6). As a swift action, the wielder can dial up the lightsaber's power, increasing the base damage to 2d10 until the end of the wielder's next turn. At the end of the wielder's next turn, the lightsaber begins to burn out, decreasing the weapon's base damage to 2d4 for one round. During that round, the lightsaber's damage may not be dialed back up to 2d10.

Lightsaber, Archaic

Lightsaber

Before the Great Sith War, lightsabers required significantly higher power output to maintain the stable, solid blade that makes the weapon useful both for offense and defense. As a result, lightsabers required large power cells, some larger than a human hand, to function at full capacity. These power cells were worn on the belt or on the back and were connected to the hilt of the lightsaber via a long, slender cord. Around the same time that pulse-wave weapons were phased out in favor of modern blasters, lightsabers underwent a design revolution that miniaturized the power cells required to fuel the energy blade. With the development of this new technology, the Jedi devised methods of lightsaber creation that integrated these drastically smaller power cells into the hilt of the lightsaber, eliminating the need for the external power pack. With this revolution, the archaic lightsaber design was almost entirely abandoned.

An archaic lightsaber is somewhat weaker than the classic lightsaber due to the lack of a sophisticated power supply and the distance of the energy cell from the lightsaber's main body.

An archaic lightsaber requires a special power pack (which costs 600 credits) to operate.



A VARIETY OF LIGHTSABERS, INCLUDING DUELING LIGHTSABERS, GUARD SHOTOS, AND A DOUBLE-BLADED LIGHTSABER.

MESSAGE FROM THE FACULTY: DUAL-PHASE LIGHTSABER VARIANTS

Some Jedi adapt the technology behind dual-phase lightsabers to allow them to wield a weapon that uses two different lightsaber crystals with different effects. When constructing a dual-phase lightsaber, you can choose a lightsaber crystal as normal for the default weapon setting and also apply its properties to its extended blade setting.

However, instead of gaining the extended blade setting of a normal dual-phase lightsaber, you can instead choose a second lightsaber crystal with a different effect to add to your lightsaber. If you do this, you create two settings for your lightsaber with mutually exclusive effects. When you use a swift action to change the setting of the lightsaber, you then gain the benefits of whichever crystal is attuned to that setting.

For example, you might choose an Ilum crystal for your default crystal (gaining the +1 Force bonus on attack rolls), and then a Bondar crystal for the second phase crystal (which converts the weapon's damage to stun damage). If you switch from the default setting to the Bondar crystal setting, you lose the +1 Force bonus on attack rolls but gain the ability to convert the weapon's normal damage to stun damage.

Lightsaber, Dual-Phase

Lightsaber

A dual-phase lightsaber is a lightsaber variant that, at first glance, appears to be identical to a standard lightsaber, with a small handle emitting an energy blade about 1.3 meters long. However, dual-phase lightsabers include a complex array of multiple lightsaber crystals within the handle of the weapon, allowing the user to switch the blade's length from the standard length out to a length of nearly 3 meters. Dual-phase lightsabers are extremely popular during the days of the Jedi Civil War and the surrounding time periods due to the large number of lightsaber-wielding opponents a Jedi is likely to face. The longer blade setting allows the wielder to keep an opponent at a distance during a duel, but lightsabers on this setting are also more unwieldy, making it difficult to defend against enemies that get up close to the wielder.

In its basic setting, a dual-phase lightsaber functions as a normal lightsaber. As a swift action, the wielder can switch to the extended blade setting. While on this setting, the lightsaber increases the wielder's reach by 1 square, but the wielder also takes a –2 penalty to Reflex Defense against attacks made by adjacent targets.

If you use a lightsaber crystal with a special effect when constructing a dual-phase lightsaber, that crystal's effect applies to both the default setting and the extended blade setting (see also the Message from the Faculty: Dual-Phase Lightsaber Variants sidebar).

A dual-phase lightsaber requires an energy cell to operate.

Table 3-1: Melee Weapons

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Large						
San-ni staff	4,500	2d6/2d6	Yes	2.2 kg	Energy and bludgeoning	Rare

LIGHTSABERS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Shoto, guard	7,000	2d4	–	1 kg	Energy and slashing	Rare
Medium						
Lightfoil, archaic	4,500	2d8	–	0.5 kg	Energy and slashing	Rare
Lightfoil, modern	2,500	2d6	–	0.5 kg	Energy and slashing	Rare
Lightsaber, archaic	2,000	2d6	–	1.0 kg	Energy and slashing	Rare
Lightsaber, crossguard	4,000	2d8	–	0.7 kg	Energy and slashing	Rare
Lightsaber, dual-phase	6,000	2d8	–	0.5 kg	Energy and slashing	Rare
Lightsaber, dueling	3,000	2d8	–	0.3 kg	Energy and slashing	Rare
Lightwhip	5,000	2d4	–	1 kg	Energy and slashing	Rare
Large						
Lightsaber, great	5,000	2d10	–	5 kg	Energy and slashing	Rare
Lightsaber, long-handle	4,500	2d8	–	2 kg	Energy and slashing	Rare
Lightsaber pike	4,000	2d8	–	2 kg	Energy and slashing	Rare

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Wan-shen	1,000	2d6/2d6	–	2 kg	Slashing and bludgeoning	Rare

Lightsaber, Dueling

Lightsaber

The dueling lightsaber isn't so much a variant lightsaber as it is a hilt style engineered specifically to enhance lightsaber duels. Count Dooku and his apprentices, Komari Vosa and Asajj Ventress, wield dueling lightsabers that feature a curved hilt designed to maximize the potential of a one-handed, finesse-based fighting style.

When you wield a dueling lightsaber one-handed, you gain a +1 equipment bonus on attack rolls whenever you make an attack of opportunity with the weapon.

A dueling lightsaber requires an energy cell to operate.

Lightsaber, Crossguard

Lightsaber

An extremely rare lightsaber variant that is usually only found in the hands of skilled lightsaber duelists, the crossguard lightsaber (sometimes referred to as a forked lightsaber) has a special hilt that emits two lightsaber blades. The first blade is the standard, full-length blade common to all lightsabers. The crossguard lightsaber also emits a second blade, less than a human handspan in length and narrower than the standard blade, at an angle away from both the hilt and the main blade. This secondary blade is used to protect the wielder's hand from lightsaber attacks that slide down the blade. The crossguard lightsaber also enables the wielder to parry incoming lightsaber attacks between either of the two blades, making it easier to block lightsaber attacks.

When using a crossguard lightsaber with the Block talent, each successive Use the Force check made to block n incoming attack incurs only a cumulative –2 penalty, instead of the normal –5 penalty. However, a crossguard lightsaber can be difficult to master against ranged opponents, and as such the wielder takes a –2 penalty on all Use the Force checks made to use the Deflect talent.

A crossguard lightsaber requires an energy cell to operate.

Lightsaber, Great

Lightsaber

Favored by Large species, the great lightsaber produces an oversized lightsaber blade. The blade of a great lightsaber is much longer and thicker than that of a normal lightsaber, and the handle itself is nearly as long as that of a double-bladed lightsaber. Only Large (or larger) creatures can use the great lightsaber in conjunction with feats that affect light weapons or lightsabers (such as the Weapon Finesse feat or talents from the melee duelist prestige class in the *Knights of the Old Republic Campaign Guide*).

A great lightsaber requires an energy cell to operate.

Long-Handle Lightsaber

Lightsaber

The long-handle lightsaber caters to a particular fighting style. The handle where the weapon is gripped is several times larger than the standard lightsaber handle, providing a much larger surface area upon which the wielder can place his hands. Likewise, this longer grip makes it easier to swing the weapon around the body, using arms, legs, shoulders, hips, and other joints as fulcrums upon which the lightsaber can be levered.

The fighting style used with a long-handled lightsaber takes advantage of the larger grip to allow the wielder to rotate the weapon around his body. When you wield the lightsaber two-handed, you can choose to forego doubling your Strength bonus to damage and instead increase the lightsaber's base damage to 2d10. Additionally, a character with the Long Haft Form feat (see page 23) can use the long-handle lightsaber as a double weapon. If you have this feat, you can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. The haft end of the lightsaber deals 1d6 damage.

A long-handle lightsaber requires an energy cell to operate.

Lightsaber Pike

Lightsaber

The favored weapon of the Emperor's Shadow Guard, the lightsaber pike resembles a conventional polearm in many respects. The long haft of the weapon is made of phrik alloy, meaning that a lightsaber does not ignore the pike's damage reduction. At the end of the handle is a slightly shorter and thicker lightsaber blade, which can be activated as a swift action using a switch about midway down the weapon's haft. A lightsaber pike increases the wielder's reach by 1 square but imposes a –2 penalty on Use the Force checks to use the Block or Deflect talent.

A character with the Long Haft Form feat (see page 23) can use the lightsaber pike as a double weapon. If you have this feat, you can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. The non-lightsaber end of the pike deals 1d6 damage.

A lightsaber pike requires an energy cell to operate.

Lightwhip

Lightsaber

A lightwhip is similar to a lightsaber in that it emits a beam of energy from its handgrip. The device differs, though, in that the "blade" is long and flexible, giving it the properties of a whip. Although a lightwhip has a greater reach, it lacks the power of a more traditional lightsaber.

A lightwhip has a reach of 2 squares. When you hit a target with a lightwhip, it deals normal damage and you can initiate a grab or a grapple against the target. A target that is grabbed or grappled can attempt to escape the lightwhip (requiring a DC 15 Acrobatics check). You can use the Pin and Trip feats with a lightwhip, but you cannot use the Crush or Throw feats. Any character that ends its turn in a grab or grapple from a lightwhip takes damage equal to the weapon's base damage (you do not add your Strength bonus, half your heroic level, or any other modifiers to this damage).

A lightwhip requires an energy cell to operate.

San-Ni Staff

Advanced Melee Weapon

The san-ni staff is favored by martial artists throughout the galaxy, including Jedi weapon masters looking for more variety than the lightsaber offers. Consisting of three metal rods held together by power couplings, the san-ni staff is a flexible weapon that can be whipped around the wielder's body in combat, both for leverage and to confuse an opponent. Moreover, a san-ni staff's power couplings are made of pure energy that are impervious to lightsaber damage (much as lightsaber blades are).

The san-ni staff is a double weapon. You can attack with both ends of a san-ni staff as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. Additionally, the san-ni staff can be used in conjunction with the Block talent as though it were a lightsaber. Also, the wielder of a san-ni staff can designate (at the time the attack is made) that he or she is striking the opponent with the power couplings, dealing stun damage instead of normal, lethal damage.

A san-ni staff requires two energy cells to operate.

Wan-Shen

Simple Weapon

The wan-shen is a tall polearm wielded by the Matukai as their weapon of choice and their external focus for the Force. The weapon consists of a single-edged blade at the end of a long, metal shaft, both of which are made of a hard but lightweight metal. The blade is forged and sculpted with assistance from the Force, making it extraordinarily resilient. Although all wan-shen are constructed the same, each weapon is customized by the individual Matukai who uses it in the form of engraved symbols and artwork on the blade, usually symbolizing something meaningful to the wielder. Wan-shen are designed to break down into smaller parts to allow the weapon to be more easily stored and carried; a disassembled wan-shen breaks down into four Small objects. Assembling or disassembling a wan-shen is a full-round action.

A wan-shen increases the wielder's reach by 1 square. The wan-shen is a double weapon. You can attack with both ends of a wan-shen as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties.

Advanced Lightsaber Construction

For some Jedi and Sith, a lightsaber is not just a weapon; it is a personalized emblem of one's life and philosophy. Similarly, some players may wish to customize their Jedi hero's lightsaber to reflect the character's philosophy and fighting style, beyond the basic lightsaber construction rules found in the Saga Edition core rulebook. This following section includes a wealth of new options for players and Gamemasters looking to customize their lightsabers to better fit the characters who wield them.

The lightsaber construction process begins when a hero reaches 7th level. First, the player or Gamemaster must decide what kind of lightsaber to build. The standard lightsaber is the most common lightsaber in the galaxy, and it is not only the easiest to build but also requires no special training to use effectively in combat (besides the standard Weapon Proficiency feat). Once a particular kind of lightsaber has been selected, the next step is to choose a lightsaber crystal. Any character can build a lightsaber from Adegan crystals, Ilum crystals, or synthetic crystals; the default assumption is that Jedi (and other lightsaber-wielding traditions) have ample access to these crystals and need perform no special quest to obtain one. However, if you wish to use a lightsaber crystal of another kind, the character may need to undergo a special adventure to obtain the crystal.

Once the desired crystal has been chosen and obtained, the next step is to choose any special accessories or modifications to be made. With that in mind, the construction process can begin. Special lightsaber crystals and lightsaber accessories can modify the DC to construct the lightsaber; when construction begins, using the rules on page 40 of the Saga Edition core rulebook, applying these modifiers to the standard Use the Force check DC before the check is made (the base DC is determined by the kind of lightsaber being built, as presented on Table 3-2). Once the lightsaber is complete, the Jedi attunes the weapon as normal, gaining whatever benefit the attunement provides (based on the kind of lightsaber crystal that was used) for that wielder.

TABLE 3-2: LIGHTSABER CONSTRUCTION BASE DCS

LIGHTSABER	BUILD DC
Lightfoil, archaic	20
Lightfoil, modern	15
Lightsaber (standard)	20
Lightsaber pike	20
Lightsaber, archaic	15
Lightsaber, crossguard	25
Lightsaber, dual-phase	25
Lightsaber, dueling	25
Lightsaber, great	20
Lightsaber, long-handle	20
Lightwhip	25
Shoto	20
Guard shoto	20

Message from the Faculty: Creator Bonuses

The standard benefit for creating a lightsaber with Adegan, Ilum, and synthetic crystals is a +1 untyped bonus on attack rolls with that weapon. This bonus is granted only to the person attuned to the lightsaber, and only the person that built the lightsaber can be attuned to it. Some crystals provide other benefits instead of the +1 bonus on attack rolls. Like the standard benefit, these benefits from the lightsaber crystals apply only to the person who created the lightsaber (provided he or she is attuned to the blade). If a character who is not attuned to the weapon wields it, the weapon still does normal damage and otherwise functions as normal; that person does not receive the benefits of the special crystal. The exception to this rule is crystals that change the weapon's damage type or damage dice, like Barab ingots, Bondar crystals, and Firkraan crystals; this effect applies to the lightsaber's damage no matter who wields it. A lightsaber crystal's description tells you what the bonus is for wielding an attuned lightsaber with a particular crystal.

Lightsaber Crystals

One of the most critical elements in a lightsaber's construction is its lightsaber crystals. These crystals come from a variety of sources, but in the end they are a crucial part of the mechanism that creates and focuses the lightsaber blade. It is to the crystal that a Jedi attunes herself, giving her the benefit of the crystal's bond. Lightsaber crystals come in many varieties, and the crystal determines not only the lightsaber blade's color but also the blade's special properties. Available lightsaber crystals are described below and summarized in Table 3–3.

Some crystals modify the build DC of a lightsaber, representing how easy or difficult it is to incorporate the crystals into the weapon's design.

Table 3-3: Lightsaber Crystals

Crystal	Blade Color	Build DC Modifier	Effect
Ankarres Sapphire	Blue	+5	Improves one's healing ability while wielding the lightsaber
Barab ingot	Varies	+5	Lightsaber deals fire damage instead of normal damage
Bondar crystal	Varies	—	Lightsaber deals stun damage instead of normal damage
Compressed crystal	Red or varies	+5	Increases the difficulty of Block attempts
Corusca gem	Varies	—	+1 die of damage against a target with damage reduction
Dantari crystal	Varies	—	Reflects the light or darkness within the wielder
Dragite crystal	Varies	+5	+1 die of sonic damage on critical hits
Durindfire crystal	Silver	—	Casts a glow as bright as a fusion lantern
Firkraan crystal	Varies	—	Lightsaber deals ion damage instead of normal damage
Heart of the Guardian	Orange	+10	+2 Force bonus on attack rolls against lightsaber-wielders
Hurikane crystal	Blue or violet	+5	+2 Force bonus on attack rolls against. targets in armor
Ilum crystal	Blue or green	—	+1 bonus on attack rolls
Jenraux crystal	Varies	—	+2 Force bonus to Block attempts
Kaiburr Crystal shard	Crimson	+5	Increases Force Point die type by one step when adding to attack rolls
Kasha crystal	Varies	-	+2 Force bonus to Will Defense
Kathracite crystal	Varies	-5	Reduces the weapon's damage die type by one step; +1 bonus on attack rolls
Krayt dragon pearl	Varies	+10	+3 Force bonus on damage rolls
Lambent crystal	Varies	+10	Ignore restrictions on sensing Yuuzhan Vong
Mantle of the Force	Cyan	+10	+2 Force bonus on Use the Force checks to activate Personal powers
Mephite crystal	Varies	—	+1 bonus on attack rolls
Opila crystal	Varies	—	+1 die of damage on critical hits
Phond crystal	Varies	—	+1 die of damage against targets with shields
Pontite crystal	Blue or green	+5	Take no penalty on Persuasion checks against unfriendly or indifferent creatures
Rubat crystal	Varies	—	Reroll one damage roll once per encounter
Sigil crystal	Varies	—	+2 Force bonus on damage rolls
Solari crystal	Varies	—	+2 Force bonus to Deflect attempts
Standard synthetic crystal	Red or varies	—	+1 bonus on attack rolls
Unstable crystal	Red or varies	+5	+1 die of damage on critical hits; deactivates on a natural 1

Adegan Crystals

The most common lightsaber crystals in the days of the Old Republic, Adegan crystals are harvested from the Outer Rim, specifically the Adegan system in the Auril Sector. These crystals have been used by Jedi for thousands of years, and they come in a variety of colors. Before the discovery of Ilum, the vast majority of lightsaber crystals come from the Adegan system.

Kathracite Crystal: One of the most common crystals in the Adegan system, kathracite is frequently used in the creation of Jedi apprentice lightsabers. When used as a lightsaber crystal, kathracite produces a weaker blade with less cutting power. Many Jedi Masters recommend that their Padawans use lightsabers with kathracite blades during their first few years of training, allowing them to still have a fully effective weapon while reducing the amount of damage they can do with an errant strike. A lightsaber with a kathracite crystal reduces the weapon's die type by one step (from d8 to d6, or d6 to d4). A weapon with a base d4 die type becomes d6s, but has one less die of damage (for example, 2d4 becomes 1d6). A kathracite crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Mephite Crystal: Mephite crystals are considered the standard by which all lightsaber blades are judged. Almost all lightsabers wielded by Jedi Knights in the days of the Old Republic incorporate mephite Adegan crystals. Mephite crystals are similar in structure to both pontite crystals and Ilum crystals, even to the point where some xenogeologists have misidentified crystal growths on Ilum as mephite crystals. A mephite crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Message from the Faculty: Crystals in Training Lightsabers

There are two effective ways to build a less lethal lightsaber, sometimes known as a training lightsaber: Use a bondar crystal or a kathracite crystal.

A bondar crystal is used in the creation of the safest lightsabers, given to younglings for basic weapon training in the Jedi Temple. Bondar crystals create wholly nonlethal lightsabers that merely shock the target and do not actually cut into it. Typically, lightsabers with bondar crystals see use during sparring sessions between Padawans, as they allow the Jedi to actually strike the target with what would be a serious blow without doing any permanent harm. Kathracite, on the other hand, produces a more traditional lightsaber blade, albeit a weaker one that is less likely to cause serious harm in case of an accident.

By the time an adventuring Jedi begins his career, he has likely abandoned training lightsabers entirely and uses a full-strength lightsaber, albeit not one of her own creation. Lightsabers with bondar or kathracite crystals usually appear in the hands of younglings, or are kept safely in reserve by the Jedi temples and academies for when new students come of age.

Pontite Crystal: The rarest of all Adegan crystals, pontite produces a relatively standard lightsaber blade. However, unlike blades of mephite, a lightsaber blade emitted by a pontite crystal produces subsonic waves that most sentient species find soothing. While wielding an active lightsaber with a pontite crystal to which you are attuned, you take no penalty on Persuasion checks made to change the attitude of unfriendly or indifferent creatures within 6 squares (see page 71 the Saga Edition core rulebook for more information on attitudes).

Ilum Crystals

The discovery of the planet Ilum was a landmark event in the history of the Jedi Order. Up until its discovery, finding crystals to generate the full-strength blades that the Jedi Order required could be tedious and time-consuming. Mephite and pontite made for the best lightsaber blades, but even in the Adegan system, those crystals were rare. The discovery of Ilum brought with it entire caves filled with crystals whose structure was so similar to mephite and pontite that the Jedi took them to be the same, at first. Jedi who undergo the ritual of lightsaber creation seek out the caves of Ilum, as their crystals are considered the highest quality.

Ilum crystals produce a full-strength lightsaber blade that is either blue or green in color. An Ilum crystal grants the standard +1 bonus on attack rolls to its attuned wielder common to most lightsabers.

Synthetic Crystals

To many Jedi, the idea of using a synthetic crystal is anathema; in their eyes, Jedi should use crystals found naturally throughout the galaxy. However, sometimes there is no choice but to create a synthetic lightsaber crystal, particularly when a weapon is needed and no naturally occurring crystals can be found to do the job. In the wake of the destruction of the Jedi Order by Emperor Palpatine, Luke Skywalker was forced to create a synthetic lightsaber crystal since he had no knowledge of the caves at Ilum or the significance of Adegan crystals.

For eons, Sith Lords have created synthetic crystals due to a need to stay in hiding and avoid crossing paths with the Jedi. Over time, it became a part of the Sith tradition to create synthetic lightsaber crystals, and many Jedi, in turn, associate the process with choosing the quick and easy path. Additionally, in the days of the Old Republic, many Jedi constructed lightsabers from inferior Adegan crystals when mephite and pontite crystals were unavailable, and as such the Sith considered synthetic crystals, which produced the stronger and more reliable blade, to be a sign that the Sith method of mastering the Force was far superior to the Jedi's more passive methods.

Compressed Crystal: The process of crafting a synthetic lightsaber crystal attempts to replicate millennia of geological compression and crystallization using machines and computers, which can sometimes fail. On occasion, the crystal's structure comes out far more compressed than a standard lightsaber crystal. Compressed crystals function perfectly well as lightsaber crystals, producing a blade that is far thinner and more precise than the standard

Whispers of the Sith Spirit: Synthetic Lightsaber Crystals

So, my young apprentice, you have decided to craft your own lightsaber crystal rather than relying on the untamed wilds of space to provide you with one? Very good. You may yet ascend to the rank of Dark Lord of the Sith. First, you must obtain the machinery and raw materials necessary to create your lightsaber crystal. The machinery is known as a geological compressor and is commonly used by xenogeologists to replicate geological conditions on distant worlds inside a laboratory. This device is available with a license for a fee of 2,000 credits. The raw materials can be gathered from nearly any world with a high carbon concentration. Once you have placed the raw materials inside the compressor, you must guide the formation of the crystal with your mastery of the Force. After 24 hours, make a DC 20 Use the Force check; success indicates that the lightsaber crystal is created correctly. Failure produces a crystal that cannot be used for lightsaber construction.

When you remove the crystal from the compressor, you will find that it is crimson in color; synthetic crystals produce the blood-red blades that the Sith have used for millennia. It is possible to create synthetic crystals of other colors, requiring only the desire to do so and the knowledge required to alter the compression process during crystal formation. You may need to create a synthetic crystal of a different color to hide your adherence to my Sith teachings, but there will come a day when you can wield the crimson blade of the Sith openly as you stand over the bodies of your so-called Jedi Masters.

crystal. When you are attuned to a lightsaber with a compressed crystal, the targets of your lightsaber attacks take a –2 penalty on Use the Force checks made to negate the attack with the Block talent.

Standard Synthetic Crystal: The standard synthetic lightsaber crystal is created by replicating the geological structure of more traditional crystals using advanced technology, effectively crafting a crystal from other, existing materials. A standard synthetic crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Unstable Crystal: Like compressed crystals, unstable crystals are usually the result of the machinery used to synthesize the crystal failing to accurately replicate the natural crystallization process. Unstable crystals create lightsabers with blades that crackle with energy at erratic intervals, sometimes causing sparks to fly from the blade or streaks of electrical energy to run from the hilt to the tip of the blade, and back. When you wield an attuned lightsaber with an unstable synthetic crystal, the lightsaber deals an extra die of damage on a critical hit (this damage is added after the damage is multiplied for the critical hit). However, on an attack roll that is a natural 1, your lightsaber deactivates and may not be reactivated until after the end of your next turn.

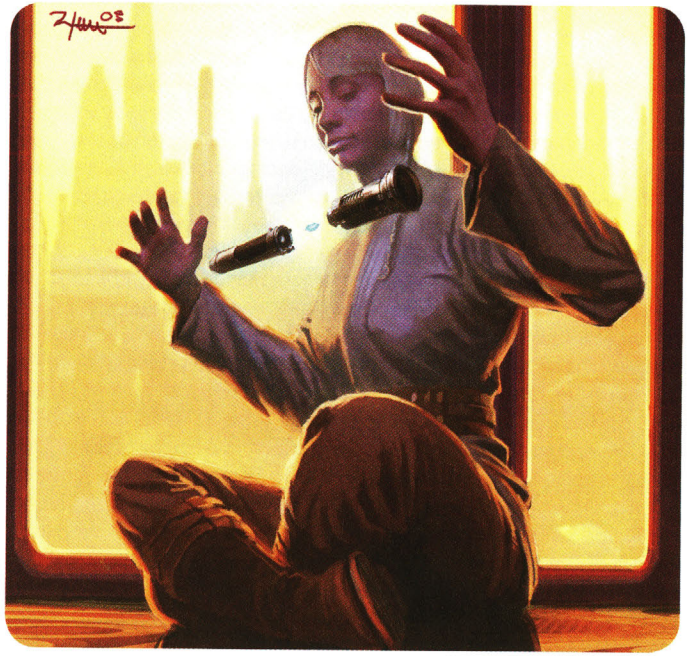
Traditional Jewels

Though Adegan crystals, Ilum crystals, and synthetic crystals are the most common lightsaber crystals in the galaxy, many traditional jewels can also serve as focusing crystals if properly cut and molded. The crystals below are rare enough to be extremely valuable in most civilized parts of the galaxy, and finding a specimen of one of these crystals that can serve as a lightsaber crystal should require a quest of some kind, rather than just buying one on the open market.

Bondar Crystal: Bondar crystals convert the energy of a lightsaber blade into a different form of energy. A lightsaber constructed with a bondar crystal deals stun damage instead of normal damage. Training lightsabers are usually made with bondar crystals.

Corusca Gem: Corusca gems are harvested from the depths of the gas giant Yavin, and they are renowned for their hardness and the strength of the blade they create. When you wield an attuned lightsaber with a Corusca gem, the lightsaber deals +1 die of damage against a target with DR.

Dragite Crystal: Dragite is a rare crystal that possesses special sonic properties, causing lightsaber blades focused by dragite crystals to resonate loudly in combat. When you wield an attuned lightsaber with a dragite crystal, you deal +1 die of sonic damage on critical hits with the lightsaber (this die of damage is added after damage is multiplied for the critical hit).



A Jedi apprentice constructs her lightsaber with the Force.

Durindfire Crystal: This crystal is found only on the remote Outer Rim world of Tatooine. Durindfire crystals give the lightsaber blades they focus a distinctive silver glow. Additionally, when you wield an attuned lightsaber with a durindfire crystal, the lightsaber emits a glow comparable to a fusion lantern, illuminating the area brightly.

Firkraan Crystal: Like the bondar crystal, a firkraan crystal absorbs the energy that creates a lightsaber blade and converts it into a different kind of energy, altering the effect of using the weapon. A lightsaber constructed with a firkraan crystal deals ion damage instead of normal damage, making lightsabers constructed with firkraan crystals more effective against droid enemies (see pages 159-160 of the Saga Edition core rulebook).

Hurikane: Found only on the distant world of Hurikane, hurikane crystals create lightsaber blades that easily penetrate the defenses of its targets. When you wield an attuned lightsaber with a hurikane crystal, you gain a +2 Force bonus on lightsaber attack rolls against targets with an armor bonus to Reflex Defense.

Jenraux Crystal: Like the solari crystal described below, the jenraux crystal widens the blade of a lightsaber. Unlike the solari crystal, however, it also causes the blade to absorb kinetic energy, making it exceptionally effective at defending against incoming melee attacks. When you wield an attuned lightsaber constructed with a jenraux crystal, you gain a +2 Force bonus on Use the Force checks made to block incoming melee attacks with the Block talent.

Kasha Crystal: Found only on the planet Cerea, kasha crystals have great cultural significance to the Cerean people. During meditation sessions, Cereans use kasha crystals as a focus for their thoughts, sharpening their minds in the same way that a lightsaber crystal focuses an energy beam into a lightsaber blade. Kasha crystals help clear the mind and focus the person using the crystal, blocking out distracting sights, sounds, and other stimuli. When you wield an attuned lightsaber with a kasha crystal, you gain a +2 Force bonus to Will Defense.

Opila Crystal: The opila crystal increases the destructive power of the lightsaber against weak or unprotected targets, though it does little to get the blade past most defenses. When you wield an attuned lightsaber with an opila crystal, you deal +1 die of damage on critical hits made with the lightsaber (this die of damage is added after damage is multiplied for the critical hit).

Phond Crystal: A phond crystal reduces the cutting power of the lightsaber blade but solidifies the energy beam, making it more effective at battering down an opponent's energy shield. When you wield an attuned lightsaber with a phond crystal, you deal +1 die of damage when using the lightsaber against targets that have active shields (that is, when the attack's damage would be reduced by SR).

Rubat Crystal: The rubat crystal causes the energy frequency of a lightsaber blade to fluctuate slightly, allowing the weapon to have a greater potential for damage. Once per encounter, when you wield an attuned lightsaber with a rubat crystal, you may reroll one damage roll made with that lightsaber, keeping the better result.

Sigil Crystal: A sigil crystal focuses the energy of a lightsaber blade with incredible efficiency, causing it to have a more devastating effect on a target. When you wield an attuned lightsaber with a sigil crystal, you gain a +2 Force bonus on damage rolls made with that lightsaber.

Solari Crystal: The solari crystal changes the width of the lightsaber blade, making it easier to intercept blaster bolts and other incoming ranged attacks. When you wield an attuned lightsaber with a solari crystal, you gain a +2 Force bonus on Use the Force checks to deflect incoming ranged attacks with the Deflect talent.

Holocron Lesson: Creating New Crystals

There are other types of lightsaber crystals besides the ones covered in this chapter, but their effects are identical to the crystals described herein. Beyond those, there is the potential to have entirely new crystals that have yet to be discovered and used in lightsabers.

Creating unique crystals that can be used in the creation of a lightsaber can be a good way to reward Jedi heroes, who typically are less interested in the accumulation of credits and other wealth. A unique crystal as a reward for completing a major story arc (or fulfilling one's destiny) can be a compelling motivator for a Jedi hero, and though most Jedi eschew possessions, an enhancement to a Jedi's weapon of choice is often worth undergoing a difficult quest, mirroring the Jedi Trials they face in the transition from apprenticeship to knighthood.

For Gamemasters looking to create a unique lightsaber crystal, first come up with an interesting story behind the crystal. Why is it renowned? Who possesses it now, and what are they doing with it? If possible, weave the story of the crystal into the larger tapestry of your campaign's storyline. Additionally, if you are designing an entire adventure around obtaining this crystal, make sure to get the entire party involved; maybe the crystal is in the possession of your scoundrel hero's crime lord archnemesis, and getting it back means dealing with that crime lord once and for all. Maybe the crystal was stolen from the family of the party's noble, and retrieving it is a point of honor. Whatever the story behind the lightsaber crystal, do not hesitate to make sure that it is of interest to the entire party and not just the Jedi character in the group.

Once you are satisfied that the crystal has a suitable history, you can decide what effect(s) to grant the wielder of a lightsaber with that crystal. A unique crystal can be slightly more powerful than the crystals presented in this chapter, though not much more so. In general, a unique crystal should confer a bonus about on-par with most standard crystals' bonuses, or maybe a little more powerful. Any bonuses the weapon confers should be typed as Force bonuses, and skill bonuses and damage bonuses should be around +2 for unconditional bonuses, or around +5 for highly conditional bonuses.

Extremely Rare Crystals

Over the course of history, there have been several exceedingly rare crystals that have attained a certain amount of power and destiny, far beyond that of normal lightsaber crystals. These crystals have been at the center of galactic events, and finding one has been the subject of many epic adventures over the ages. Some of these crystals are one-of-a-kind, like the shard of the Kaiburr Crystal or the Ankarres Sapphire; others are simply so rare that finding one is an event worthy of being an individual hero's destiny.

Ankarres Sapphire: The Ankarres Sapphire is a valuable gem that has passed through many hands over the years, including the hands of the bounty hunter 4-LOM around the time of the Battle of Yavin. Legend has it that the Ankarres Sapphire possesses incredible healing powers and that, when used as a lightsaber focusing crystal, it grants the wielder similar powers. Moreover, the legends say that only those who embody the light side of the Force can use the Ankarres Sapphire effectively.

If you wield an lightsaber attuned with the Ankarres Sapphire and you have a Dark Side Score of 0, you gain a +5 Force bonus on Treat Injury checks or Use the Force checks made to activate the *vital transfer* power.

The Ankarres Sapphire is thought to be unique, although it's possible that other such sapphires exist.

Barab Ingot: Found on Barab I, a Barab Ingot is a special crystal found inside ore littering the planet's radiation-baked surface. Though the radiation on the surface of the planet makes it difficult to find these crystals, a few Jedi have managed to locate Barab ingots suitable for use as focusing crystals. However, the constant infusion of radiation on the surface of Barab I causes a Barab ingot to produce a lightsaber blade that burns like fire. A lightsaber constructed with a Barab ingot deals fire damage instead of energy and slashing damage. Any target that takes damage from the weapon also catches on fire (see the rules for catching on fire on page 255 of the Saga Edition core rulebook).

Dantari Crystal: Found on the planet Dantooine, Dantari crystals originate in the eggs of the kinrath, creatures native to the planet. Dantari crystals were harvested in the ancient days of the Jedi, but once Ilum became a source of lightsaber crystals, few Jedi saw the need to deal with the deadly kinrath. Crystals harvested from kinrath eggs supposedly reflect the true disposition of their wielders. If you wield an attuned lightsaber with a Dantari crystal and roll a natural 19 on a Use the Force check made to activate a Force power, you regain some of your spent Force powers. If you have a Dark Side Score of 0, you regain all spent Force powers with the *[light side]* descriptor. If you have a Dark Side Score of 1+, you regain all spent Force powers with the *[dark side]* descriptor. If you roll a natural 20 on a Use the Force check made to activate a Force power, you still regain all spent Force powers (see page 96 of the Saga Edition core rulebook).

Heart of the Guardian: Once a subject of both Jedi and Sith prophecy, the Heart of the Guardian is one of two legendary lightsaber crystals that surfaced in the days of the Old Republic. Though the origins of these crystals is unknown, it is likely that they were used in the lightsabers of powerful Jedi as far back as the Great Hyperspace War. If you wield an attuned lightsaber with the Heart of the Guardian, you gain a +2 Force bonus on attack rolls against targets that are also currently wielding an active lightsaber.

Kaiburr Crystal Shard: A unique artifact found on the world of Mimban, the Kaiburr Crystal glows with a sinister crimson light. The crystal has the power to amplify the flow of the Force through an individual. Though the crystal itself is too large to be used in the construction of a lightsaber, several shards of the crystal have broken off over the years, and they have been used in the construction of lightsabers . If you wield an attuned lightsaber with a shard of the Kaiburr Crystal, whenever you spend a Force Point to add to an attack roll with your lightsaber, you increase the die type by one step (from d6 to d8, and d8 to d10 if you have the Strong in the Force feat).

Krayt Dragon Pearl: Krayt dragon pearls are found in the bellies of massive krayt dragons that roam Tatooine. Krayt dragon pearls come into being when existing gemstones deep in the desert sands of Tatooine are consumed by the krayt dragon; in the creature's belly, they are further compressed and refined until they reach a new level of clarity and beauty. Though obtaining one is usually a monumental task, a krayt dragon pearl can be refined into a lightsaber crystal of great potency. If you wield an attuned lightsaber with a krayt dragon pearl, you gain a +3 Force bonus on damage rolls.

Lambent Crystal: Grown by the Yuuzhan Vong as a part of their biotechnology, lambent crystals are used as biological light sources. If you wield an attuned lightsaber with a lambent crystal, you ignore the normal penalties when using the Sense Force and Sense Surrounding applications of the Use the Force skill to sense Yuuzhan Vong.

Mantle of the Force: The companion crystal to the Heart of the Guardian, the Mantle of the Force is an ancient crystal that increases one's self-awareness while sharply attuning the wielder to the flow of the Force. If you wield an attuned lightsaber with the Mantle of the Force, you gain a +2 Force bonus on Use the Force checks made to activate Force powers that have you as the sole target.

Message from the Faculty: Krayt Dragon Pearls

Obtaining a Krayt dragon pearl is no simple task, as many Jedi can attest. Krayt dragon pearls are so rare that finding even one on the open market would cost millions of credits, and such a jewel would be a fine centerpiece in any royal crown jewels. The few Jedi that have obtained krayt dragon pearls over the years have done so by finding and slaying a krayt dragon. However, the Jedi Order does not condone such an action, as hunting krayt dragons is not only dangerous but also contributes to the extinction of the species.

Lightsaber Accessories & Modifications

A lightsaber is more than just a hilt and a blade. Some Jedi like to customize their lightsabers to best fit their needs. Most Jedi choose simple, functional accessories and modifications that enhance their fighting styles, and as such modifications such as blade locks and pressure grips are common. At the time a lightsaber is created, the crafter can choose one of the following lightsaber accessories or modifications to apply to his lightsaber at no additional cost in time or credits. A character with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) can add one additional accessory or modification, which counts toward the weapon's one-modification limit.

Beckon Call

A beckon call is a small communications device that links up with the slave circuits on a starship. When activated, the beckon call transmits a signal to the starship it is linked to, activating its autopilot programming and summoning the ship to the nearest safe spot close to the wielder. A beckon call functions only when connected to a starship with a slave circuit.

Blade Lock

This simple modification is usually added only to lightsabers whose wielders frequently throw the lightsaber as a ranged weapon. As a swift action, the wielder can lock the blade in place; when doing so, this prevents the lightsaber from being accidentally deactivated when the weapon is jarred, such as during the impact of being thrown. A swift action unlocks the blade, meaning that it takes two swift actions to deactivate a locked lightsaber blade.

Concealed Compartment

This lightsaber accessory is little more than a small storage compartment capable of holding a single object of Fine size. Typically, this compartment in the weapon's hilt is used to store a useful item such as a comlink, hand-held holoprojector, or code cylinder.

Electrum Detail

A modification generally allowed only to high-ranking members of the Jedi Order, electrum detailing is usually a prestigious honor bestowed upon Jedi Masters as a sign of their rank and skill. A purely cosmetic accessory, electrum detail decorates the lightsaber handle with the rare metal electrum, giving it a distinctive gold color. Though electrum detail does not modify the mechanics of the lightsaber in any way, having a lightsaber with electrum detail grants favorable circumstances on Persuasion checks against all targets familiar with the electrum detail tradition.

Fiber Cord

One end of this small cord of metal fibers attaches to the hilt of a lightsaber. The other end is attached to a piece of armor or a metal gauntlet, making it more difficult to disarm the wielder. When the wielder of a lightsaber with a fiber cord is disarmed, the disarming character cannot catch the weapon (or call it to their hand, if using *Force disarm*). The weapon is still considered "dropped" and the wielder must spend an action to pick it up, though it hangs by its fiber cord until the wielder does so.

Force-Activated

This rare lightsaber modification removes the activation button from the lightsaber's exterior. To activate the lightsaber, the wielder must make a DC 5 Use the Force check as a swift action (this can be done as a part of drawing the lightsaber, as with normal lightsaber activation). If this check fails, the lightsaber does not activate. Typically this modification is used to ensure that untrained Force-users and those who have no sensitivity to the Force cannot effectively use the lightsaber.

Interlocking Hilt

This accessory is usually applied to pairs of lightsabers and intended for users who prefer to wield two lightsabers simultaneously. The creator of the lightsaber grafts a small, interlocking mechanism to the base of each lightsaber. As a swift action, the hilts of the two lightsabers can be locked together, turning the weapon into a double weapon (considered to be one size category larger than the largest of the two weapons).

Pressure Grip

One of the most popular lightsaber accessories, the pressure grip is a staple of most Jedi who prefer simple, straightforward lightsaber construction. The pressure grip senses when the wielder's hand no longer grips it, deactivating the lightsaber immediately when it is dropped or disarmed.

Trapped Grip

A trapped grip requires the wielder to perform some free action (usually pressing down on a hidden sensor, twisting a nondescript knob, or some other mundane task) before activating the lightsaber safely. If the wielder does not perform this task at the time the weapon activates, the wielder takes 1d6 points of energy damage, and again at the start of his or her turn until the trap is deactivated. Deactivating the trap is a free action that is performed as a part of activating the weapon, and a DC 20 Perception check can reveal the trap mechanism and the disarming action.

Waterproof Casing

Favored by aquatic lightsaber-users , waterproof casing allows a lightsaber to function normally underwater. Without this modification, a lightsaber submerged in water shorts out and must be repaired (taking 1 minute of work) before it will activate.

TABLE 3-4: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Discblade	2,000	2d8	–	S	1.25 kg	Slashing	Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
R-9 flash canister[1]	100	Special	–	S	0.5 kg	Energy	Restricted

1 *Area attack weapon (see page 155 of the Saga Edition core rulebook).*

RANGED WEAPONS

Though the lightsaber is the only weapon most Jedi need, some other weapons occasionally see use among members of the Jedi Order. The two weapons given on Table 3–4 are described below.

Discblade

Exotic Weapon

The discblade, the preferred weapon of the Zeison Sha, is a small metal ring with handles on the top and bottom of the disc and four slender blades that tightly curve back as they extend from the sides. When thrown, the discblade flies straight due to its aerodynamic design, but a trained Zeison Sha warrior can use the Force to return the weapon to his hand after it has been thrown.

R-9 Flash Canister

Simple Weapon

Typically used in the combat training of Jedi apprentices, the R-9 flash canister is an explosive device that causes dozens of tiny shells within the canister to burst forth and then detonate, creating a blinding flash of white light and piercing sound. The R-9 flash canister has a 3-square burst radius, and like other grenades it is designed to explode on contact after it is thrown, effectively causing the bright flash of light in the same round it is hurled.

When you make an area attack with an R-9 flash canister, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's burst radius. Creatures hit take no damage, but all targets have total concealment against the creature until the start of the attacker's next turn. Blind creatures are immune to this effect.

ARMOR

Though Jedi don't typically wear armor, in some dire cases it becomes necessary. Of course, the Sith and other dark side Force-users are not so reluctant, and many famous Sith Lords are practically defined by their armor. The armor given on Table 3–5 is described below.

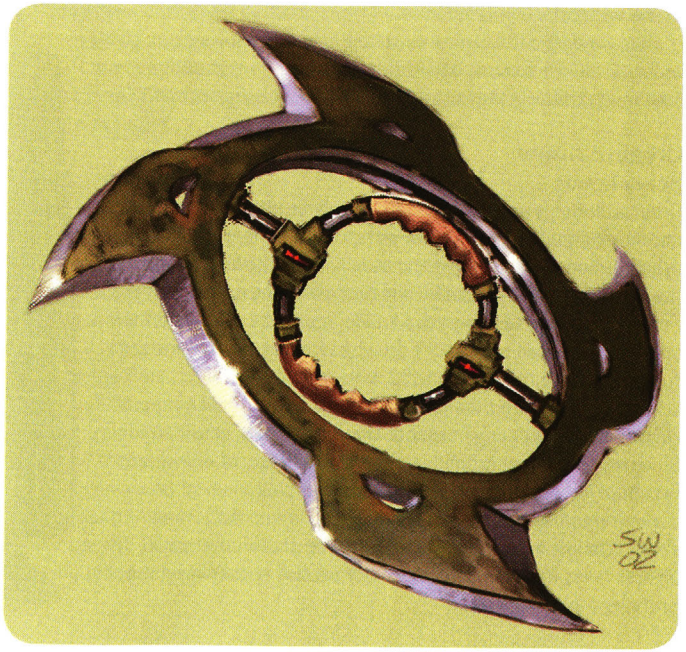
Dark Armor

Light, Medium, and Heavy Armor

Dark armor is the generic name given to various suits of armor possessed and worn by the Sith. Each suit of dark armor is unique, having been created for and often modified by an individual Sith Lord. These suits of armor may look like they originated as other stock models, but they are modified through various processes, including Sith alchemy.

Dark armor is not just another piece of protective gear; to many Sith Lords, the armor is nearly as important as their lightsabers. A suit of dark armor defines a Sith Lord's appearance, and is frequently made to be as frightening as possible.

A suit of dark armor automatically comes with a single enhancement from the Sith Alchemy Specialist talent, as defined on page 22.



A DISCBLADE.

TABLE 3-5: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	ARMOR BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (-2)								
Dark armor, light	10,000	+4	+3	+3	–	–	10 kg	Rare
Jedi battle armor, light	4,000	+3	+3	+4	–	–	6 kg	Rare
WJ-880 blinding helmet	200	+0	+0	–	–	–	2 kg	Rare
Medium Armor (-5)								
Dark armor, medium	15,000	+7	+4	+2	4 sq.	3 sq.	16 kg	Rare
Jedi battle armor, medium	6,000	+5	+5	+3	4 sq.	3 sq.	12 kg	Rare
Heavy Armor (-10)								
Dark armor, heavy	25,000	+8	+5	+1	4 sq.	3 sq.	30 kg	Rare
Orbalisk armor	–	+10	+2	+1	4 sq.	3 sq.	26 kg	Rare

Jedi Battle Armor

Light and Medium Armor

Designed to match the needs of the individual Jedi who wears it, a suit of Jedi battle armor is a rare sight in the galaxy. Mostly popularized during the days of the Great Sith War and the Jedi Civil War, Jedi battle armor protects vital areas while not hindering the movements of the wearer.

Two variants of this armor exist, one light and one medium, giving Jedi who choose to wear battle armor some options in determining how much training they want to devote to wearing such armor.

Orbalisk Armor

Heavy Armor

Orbalisk armor is unique in that it can only be obtained by subjecting oneself to parasites known as orbalisks, native to Dxun. The orbalisks bond with the host and usually drain the host of energy; however, someone with sufficient strength in the dark side of the Force (that is, possessing a Dark Side Score equal to his or her Wisdom score) can prevent the orbalisks from killing him, instead forming a symbiotic relationship with the parasites.

A character with orbalisk armor gains DR 10; unlike normal DR, a lightsaber does not ignore the DR of the orbalisk armor. Since orbalisk armor is bonded directly to the skin of the wearer, it cannot be removed except through complex medical procedures (requiring surgery, as per the Treat Injury skill). However, since orbalisk armor is not worn in the traditional sense, the wearer takes no armor check penalty on skill checks for not being proficient in heavy armor.



JEDI BATTLE ARMOR

WJ-880 Blinding Helmet

Light Armor

Typically used during Jedi training, the WJ-880 blinding helmet covers the wearer's eyes, requiring the wearer to rely on the Force for a sense of his or her surroundings. Though technically considered armor, few Jedi would wear the blinding helmet into combat, as doing so grants all targets total concealment from the wearer.

Other Equipment

Although the Jedi have little need for material possessions, there are a few items of importance that they keep at hand for training purposes. The following new pieces of equipment are available in most eras in which Jedi are prevalent. During the time of Palpatine's Empire, and during the time of Darth Krayt's reborn Empire, these objects are more scarce, and perhaps even illegal.

8-2A Medical Bundle

The standard medical kit carried by most Jedi, the 8-2A medical bundle contains the basic items needed to treat ailments and diseases in a package small enough to fit in a utility belt. Since Jedi can rely on the Force to speed up their healing processes, many common items—such as bacta patches and synthetic flesh—are absent from the medical bundle. An 8-2A medical bundle counts as a medical kit for the purposes of using the Treat Injury skill, but only on targets currently in a Force trance.

Message from the Faculty: Jedi in Armor

By and large, Jedi Knights do not wear armor. The Force, or the lightsaber, usually provides enough of a defense against incoming attacks. However, from time to time there has been a need for Jedi to wear armor. Particularly in times when the Jedi are engaged in all-out war, some Jedi Knights and Jedi Masters don suits of armor not only for the protection it provides but also as a show of solidarity with the troops under their command. Obi-Wan Kenobi wears a modified suit of clone trooper armor during the Clone Wars as he leads troops into battle as a sign that he is not above them, but one of them.

Most Jedi who choose to wear armor wear the lightweight and durable Jedi battle armor. However, in some cases a Jedi might need to don special armor in order to lead troops or (in situations where he leads starfighter squadrons) simply to survive in the cockpit of a spacecraft. As an optional rule, Gamemasters can allow Jedi (and other heroic characters) to wear any suit of light armor with no armor check penalty even when not possessing the Armor Proficiency (light) feat. However, the hero must also forfeit the armor's bonus to Reflex Defense in addition to the armor's equipment bonus to Fortitude Defense. See page 132 of the Saga Edition core rulebook for more information on armor check penalties.

Table 3-6: Equipment

MEDICAL GEAR	COST	WEIGHT
8-2A medical bundle	200	1 kg
Subelectronic converter	23,000	–
SURVIVAL GEAR	**COST**	**WEIGHT**
Sith battle harness	5,000	90 kg
TOOLS	**COST**	**WEIGHT**
Force detector	2,000	9 kg
Force training aid	25	1 kg
Universal energy cage	20,000	3 tons

Force Detectors

A blanket term used to cover a variety of devices, Force detectors are pieces of equipment designed to detect Force sensitivity, or the potential for it, within a living being. Force detectors can take many forms; the Jedi Order prior to the Clone Wars used Force detectors that relied on blood samples to determine midichlorian counts. During the height of the Empire, Force detectors were built using thaissen crystals from the planet Mimban that glow in the presence of Force-users.

Regardless of the specific form, most Force detectors function in a similar manner. Using a Force detector requires 5 rounds and a DC 15 Use Computer check to successfully activate the device. If the target of the Force detector has the Force Sensitivity feat, the Force detector indicates that the target is Force-sensitive.

Force Training Aids

Young Jedi use a variety of training aids in the course of their studies. These can take many forms, including some that resemble toys and puzzles. Others are designed to clear the mind and make concentration easier, focusing one's connection to the Force by helping to block out other stimuli. Most Force training aids are abandoned by the time the apprentice becomes a Padawan learner, as the training aids teach very basic techniques that must be mastered by the time the Master chooses the Padawan.

Though Force training aids are typically designed to focus on one aspect of Force training, they all follow similar rules. Each Force training aid focuses on one of the basic uses of the Use the Force skill. Any character untrained in the skill can spend 1 hour training with a Force training aid. After that time, for the next 24 hours, the character can use any one "trained only" aspect of the Use the Force skill as though he or she was trained in the skill. Force training aids confer no bonus on Use the Force checks.

Sith Battle Harness

When riding large beasts such as Sith warbirds, the Sith frequently use special battle harnesses, turning the beasts into mobile weapon platforms. The harness features a cockpit that provides the rider improved cover, and the special reins grant a +2 equipment bonus on Ride checks. In addition, the mount gains a +4 equipment bonus to its Reflex Defense and its Fortitude Defense. The Sith battle harness also has a built-in blaster cannon, powered by an onboard fusion generator providing unlimited ammunition.

Subelectronic Converter

Designed by Imperial scientist Nasdra Magrody, the subelectronic converter is a computerized device that, when implanted into a subject's head, allows the subject to control droids through the Force. One such recipient of the implant, Irek Ismaren, could mentally visualize a droid's programming and use his *mind trick* power on them, which normally cannot be done.

A subelectronic converter translates the signals from the subject's brain into binary commands understood by droids; likewise, it converts droid signals into a language that the brain can understand.

A subelectronic converter is just like any other cybernetic enhancement, in that it must be installed by a character with the Cybernetic Surgery feat and imposes a penalty on Use the Force checks. A creature with a subelectronic converter may use mind-affecting Force powers on droids, despite the droids' immunity to mind-affecting effects. However, there's a trade-off: The recipient of the implant takes a –2 penalty to Will Defense due to side effects of the implant.

Universal Energy Cage

The universal energy cage was designed by Umak Leth specifically to contain a Force-user. A vaguely spherical cage with energy flowing throughout its bars, the universal energy cage delivers a shock to prisoners attempting to free themselves. Prisoners in the cage can, however, use the Force at very low levels, such as to heal themselves. The cage's functions are controlled by a handheld remote. The cage has no visible controls, and the only way to open it (other than using the remote) is to destroy it, which endangers the life of the prisoner within.

The reinforced durasteel cage has DR 20, 150 hit points, and a damage threshold of 25. The cage is also built with a contact shock field, and every time it takes 15 points of damage or more, the prisoner inside receives a shock that deals 4d8 points of stun damage.

Holocrons

There are few artifacts in the galaxy that are more highly valued and more unique than holocrons. Holocrons are, essentially, special computers with built-in holoprojectors that contain vast knowledge of the Force. Each holocron is a small, hand-held device (usually taking the form of some common geometric shape). Holocrons use ancient construction methods to combine powerful crystals with other technological elements to enhance its storage capabilities and durability. Though the Jedi Order does not allow the study of holocrons by outside technicians, most technological experts agree that the nature of the holocron indicates that its inner workings are vastly more complex than most modern technologies, and that the components and workings of the holocron follow few, if any, contemporary theories of how computers and other electronic machinery should work.

In truth, a holocron is more of an artifact than a technological device. Each holocron is imbued with at least one "gatekeeper" personality, which serves as the user interface to the library of knowledge stored within. A holocron's gatekeeper is far more than a simple voice-interactive user interface; the gatekeeper has its own personality and is usually based on an individual Jedi Master (or Sith Lord) who was instrumental in creating the holocron. Most holocrons have only a single gatekeeper, as the holocron represents the sum total of the knowledge of its creator. Some rare holocrons have multiple gatekeepers, each one acting as a means of obtaining subsets of knowledge. For example, a Jedi holocron might have a Jedi weapon master gatekeeer to impart knowledge of fighting styles, while also having a Jedi investigator gatekeeper responsible for all of the holocron's knowledge of *farseeing* techniques.

The depth of a holocron's knowledge varies, but suffice to say that every holocron has within it a vast amount of information on Force powers, Force techniques, and Force secrets. Any given holocron usually contains the sum total of all knowledge of the Force gleaned by an individual Sith Lord or Jedi Master, and in many cases it can contain more than that. Many Jedi Masters of the Old Republic, as well as Sith Lords from all eras, see the creation of a holocron as a crucial part of preserving their legacies. Though Sith sometimes linger as dark spirits and some Jedi can remain as Force spirits, a holocron is a far more permanent representation of their legacies. Though the art of creating a holocron is among the rarest secrets in the galaxy, the most powerful Sith Lords and Jedi Masters of old create holocrons to spread their influence and preserve their knowledge for the ages.

Using a Holocron

Holocrons respond to voice activation. Some holocron gatekeepers are stingy when it comes to dispensing information, however, and refuse to impart their secrets to those they find untrustworthy or unworthy. This mostly depends on the personality of the holocron's creator, but a few holocron gatekeepers refuse to impart their knowledge unless certain conditions are met as a



precaution against abuse. For example, a holocron containing the secrets of dangerous Force techniques might only respond to the commands of a proven Jedi Master who can demonstrate a significant mastery of the Force.

Once the gatekeeper is willing to impart its knowledge, the possessor of a holocron can simply ask the holocron for information on whatever topic is needed. Holocrons usually have a Use the Force skill bonus, which is used in place of all Knowledge skills for information related to Jedi or Sith lore. A holocron's Use the Force bonus is equal to its creator's skill bonus at the time the holocron is created. A character in possession of a holocron whose gatekeeper is willing to impart information can use the holocron's Use the Force skill modifier in place of any Knowledge skill bonus on any check related to Jedi or Sith lore. The holocron normally cannot use its Use the Force skill for any other purpose, though Gamemasters are free to make exceptions if it fits the story of the campaign. By default, though, a holocron is still just an object and has no connection to the Force itself.

Mechanically speaking, most holocrons can stand in for a Jedi Master with regard to providing basic Force training to a student. For example, if a non-Jedi hero wishes to multiclass into the Jedi class, or merely pick up the Force Sensitivity feat and training in the Use the Force skill, a holocron can provide a basis for the character's transition and basic Jedi training. This is especially useful in time periods when the Jedi are all but extinct, including during the Dark Wars, the Dark Times, the Galactic Civil War, and the time following the Sith-Imperial War. Though there is no mechanical restriction that prevents a character from learning the ways of the Force without a master, possession of a holocron can offer a good backstory as to how the character learns to manipulate the Force.

Introducing New or Lost Powers

Not every Force power presented in the Saga Edition core rulebook or its various supplements (including this one) exist in every era. Many powers considered commonplace in the days of the Jedi Civil War might be long forgotten by the time the Clone Wars comes around. Gamemasters who choose to rule that certain Force powers are unavailable by default can use holocrons to reintroduce these "lost" powers from the past. Alternatively, some mechanically inclined Gamemasters might wish to create new Force powers of their own; a holocron provides an excellent vehicle for introducing brand-new Force powers into the game.

Typically, a holocron can include as many new Force powers as the Gamemaster feels necessary. Possession of a holocron doesn't necessarily guarantee access to the Force powers within, but when a hero in possession of such a holocron takes the Force Training feat, the Gamemaster can choose to open up one or two new powers for the hero to add to his or her Force suite. Though the Gamemaster is free to make all of the new powers within the holocron available at once, doling out new powers one at a time over a series of levels can help maintain the holocron's presence as an important aspect of the hero's study of the Force, and can prolong the rewards for continued training.

Retraining

A holocron can also be used to introduce retraining for existing heroes. Tutelage under a holocron can represent a hero rebuilding his or her knowledge of the Force from the ground up; in essence, one "unlearns what one has learned" as the gatekeeper of the holocron rebuilds the hero's Force skills at a fundamental level. A holocron gatekeeper can be used to retrain a character's Force talents and Force powers. Perhaps a player is unhappy with her character's selection of Force powers, or has decided to take her character in a different direction. Whatever the reason, the player of a Jedi hero might need to rebuild the character using different mechanics, and the holocron can provide a good reason for doing so.

Periods of downtime between adventures can provide the opportunity for retraining (much as the heroes of the films evolve significantly between each episode). However, holocrons can offer more immediate rebuilding methods. In general, a character in possession of a holocron should be able to trade out one Force power for another (or one Force talent for another) during a significant period of downtime. The exact time needed for the character to study the new ability is up to the Gamemaster, but it should take longer to retrain a Force power than to make a jump through hyperspace.

Holocrons in Combat

Typically, holocrons are of little use in combat. Though they can sometimes provide insightful information, practically speaking most combat encounters are too frantic and dangerous for a Jedi to consult the gatekeeper of the holocron for information on a particular enemy. However, there might be times when the Gamemaster wishes to integrate a holocron into an encounter. There are two primary ways of doing so: using the holocron as a device, and using the gatekeeper as a hazard or boon.

The first method is much like including a computer console or an object to be obtained during the course of a combat encounter. The holocron might have vital information within it that the heroes need to extract while under fire, or the holocron might be in the possession of an enemy and the heroes need to obtain it. When designing an encounter that uses a holocron in this way, the holocron can be treated as a datapad or computer console.

Including a holocron's gatekeeper as a hazard or boon in an encounter is a bit trickier. For one, it's not something that should happen during every combat; possessing a holocron shouldn't become a permanent boon to the heroes any more than possessing any other single piece of equipment should drastically shift the tide during an encounter. Likewise, an enemy in possession of a holocron should be a rare circumstance, and one that really has an impact on the story of the campaign. If every Sith Lord the heroes fight has a holocron providing beneficial enhancements during every encounter, holocrons become less special and more of an annoyance.

Including a holocron gatekeeper in a combat encounter should be part of a significant event. For example, facing a Jedi Padawan who has turned to the dark side thanks to a holocron might warrant the presence of a gatekeeper in combat. Similarly, a hero in possession of a holocron might use the holocron to learn new abilities, but it is only when the hero reaches the final showdown with a Sith Lord who was once the apprentice of the holocron gatekeeper that the gatekeeper's true benefits come into play. The Gamemaster ultimately decides when a holocron gatekeeper becomes an important element of a combat encounter.

A holocron gatekeeper is projected onto the battlefield like any other hologram. While the holocron gatekeeper is active, it has its own suite of actions and functions just like any other participant in combat, even acting on its own initiative. On its turn, the holocron gatekeeper can use skills and communicate information as normal, but it doesn't make physical attacks or use Force powers. Likewise, it cannot be damaged, though the holocron itself can be (as per normal rules of attacking objects). For the most part, holocron gatekeepers will use their Instructive Bond special quality, which is explained in the stat blocks of the two sample holocron gatekeepers below.

Jedi Master Holocron Gatekeeper **CL 5**
Medium holocron gatekeeper Jedi 7/Jedi Knight 5/Jedi Master 3
Force 6
Init +12; **Senses** Perception +10
Languages Basic, one other

Defenses Ref – (flat-footed –), Fort –, Will 31
hp –; **Threshold** –
Immune fear effects, physical damage
Speed 6 squares (must remain within 6 squares of the holocron)
Base Atk –; **Grp** –

Abilities Str –, Dex –, Con –, Int 12, Wis 16, Cha 14
Special Qualities holocron gatekeeper, instructive bond
Skills Initiative +12, Use the Force +19

Holocron Gatekeeper—While a gatekeeper occupies a space, it cannot make physical attacks or use Force powers because it is merely a hologram. The gatekeeper takes no damage from attacks (weapons and Force powers just pass through it), though it is subject to mind-affecting effects. Other creatures can occupy the same space as the holocron and move through the holocron's space without impediment.

Instructive Bond—A gatekeeper can instruct an ally in combat, imparting helpful knowledge. As a standard action, the holocron gatekeeper can grant one of the following benefits to a single ally within its line of sight until the beginning of the gatekeeper's next turn. The target must spend a Force Point as a reaction to gain the benefit of this power.

- +1 Force bonus on attack rolls
- +2 Force bonus to any single Defense score (ally's choice)
- +1 die of damage with lightsaber attacks
- +5 Force bonus on Use the Force checks made to negate incoming ranged attacks with the Deflect talent
- +5 Force bonus on Use the Force checks made to activate the *rebuke* power

Sith Lord Holocron Gatekeeper **CL 6**
Medium holocron gatekeeper noble 7/Sith apprentice 8/Sith Lord 4
Force 7; **Dark Side** 16
Init +14; **Senses** Perception +22
Languages Basic, five others

Defenses Ref – (flat-footed –), Fort –, Will 34
hp –; **Threshold** –
Immune fear effects, physical damage

Speed 6 squares (must remain within 6 squares of the holocron)
Base Atk –; **Grp** –

Abilities Str –, Dex –, Con –, Int 14, Wis 16, Cha 16
Special Qualities holocron gatekeeper, instructive bond
Talents Force Perception, Gauge Force Potential
Feats Linguist, Skill Focus (Use the Force)
Skills Deception +17, Initiative +14, Knowledge (galactic lore) +16, Perception +22, Persuasion +17, Use the Force +22

Holocron Gatekeeper—While a gatekeeper occupies a space, it cannot make physical attacks or use Force powers because it is merely a hologram. The gatekeeper takes no damage from attacks (weapons and Force powers just pass through it), though it is subject to mind-affecting effects. Other creatures can occupy the same space as the holocron and move through the holocron's space without impediment.

Instructive Bond—A gatekeeper can instruct an ally in combat, imparting helpful knowledge. As a standard action, the holocron gatekeeper can grant one of the following benefits to a single ally within its line of sight until the beginning of the gatekeeper's next turn. The target must spend a Force Point as a reaction to gain the benefit of this power.

- +1 Force bonus on attack rolls
- +2 Force bonus to any single Defense score (ally's choice)
- +1 die of damage with lightsaber attacks
- +5 Force bonus on Use the Force checks made to negate incoming ranged attacks with the Deflect talent
- +5 Force bonus on Use the Force checks made to activate the *rebuke* power

Creating a Holocron

When a player decides that his hero wishes to create a holocron, the creation of the holocron should become a major element of the hero's story. Creating a holocron is no simple task, and it can even be the primary drive and motivation for a hero. Holocron creation shouldn't just be something that is approached casually, nor should it just be something that happens between adventures. Creating a holocron requires time, devotion, and sometimes resources from any hero who wishes to pass on information to future students of the Force.

When crafting adventures for a hero who is seeking to create a holocron, Gamemasters can break up the steps toward creating the holocron over the course of several adventures, giving the hero milestones as they work toward their final goal of holocron creation. What these steps are, and how prominently they figure into the adventures, is up to the GM, but knowing that a hero wishes to create a holocron gives the GM several opportunities for rewards specific to that hero's quest.

For example, a Gamemaster learns that the Kel Dor Jedi in her campaign wishes to create a holocron. Over the course of several levels, the Gamemaster creates adventures that feature rewards for the Jedi hero that bring him closer to creating the holocron; perhaps in one adventure the hero comes across an ancient Jedi tome that details the basics of holocron creation, and then in a later adventure the Jedi comes into possession of a crate of thaissen crystals that once belonged to a now-vanquished crime lord. As the campaign progresses, that Jedi gets closer and closer to creating the holocron, keeping the player's interest in the campaign and giving the Gamemaster a good set of rewards for the Jedi hero.

Below are eight sample steps in the holocron creation process that Gamemasters can use as a basis for determining adventure rewards. These steps are by no means comprehensive, and the GM is free to use as many (or as few) of these steps as she likes during the design of an adventure. Each step is a milestone in the process of creating a holocron, and the reward for the Jedi at the end of an adventure can be achieving one of these milestones.

1. The Jedi must discover the method of creating the basic crystal casing that houses the holocron's inner workings. This crystal casing is what gives the holocron its distinctive geometric shape, and it can only be crafted out of certain kinds of rare crystals. The process of creating the case is precise, and failure means that the internal components will not function.

2. The Jedi must obtain special crystals to create the casing for the holocron. Only very rare kinds of crystals will work, and among those crystals only a small fraction are large enough to be shaped into a holocron's casing.

3. The Jedi must discover thaissen crystals of the precise size and shape for inclusion in the holocron. Thaissen crystals are found on the planet Mimban, and the holocron requires thaissen crystals to allow it to detect the strength of the user's Force sensitivity.

4. The Jedi must obtain special, malleable crystals that can be shaped into the inner workings of the holocron. The mechanisms that allow the holocron to function normally are arcane and esoteric, and they require special crystals to function at all.

Whispers of the Sith Spirit: Sith Holocrons

Unlike Jedi holocrons, a Sith holocron can have a corrupting influence on its possessor. Sith holocrons contain forbidden knowledge of great power, and serve only to enhance the reputation of the dark side for being the quick and easy path. A young student of the Force in possession of a Sith holocron can quickly come into possession of dark knowledge that is forbidden to most Jedi Knights. A character with a Sith holocron can be considered part of the Sith tradition for the purposes of the Sith apprentice prestige class. Furthermore, a character that spends at least 1 hour studying under the tutelage of a Sith holocron can spend a Force Point as a swift action to add one Force power with the *[dark side]* descriptor to his or her Force suite. That character can do this for one day; the following day, he or she must study for at least 1 hour with the Sith holocron before gaining access to this ability again.

5. The Jedi must obtain a self-revitalizing power source capable of fueling the holocron for millennia. Though modern technology has produced power sources capable of lasting that long, they are rare, large, and expensive. Ancient holocrons use power sources that are self-replenishing, though the secrets behind creating such a power source are all but lost to the ages.

6. The Jedi must learn the method of piecing together and molding the inner mechanisms of the holocron. This is perhaps the most difficult step in the process, as this knowledge is one of the most tightly kept secrets of Jedi Masters and Sith Lords.

7. The Jedi must gain access to a locale that is suitably strong in the Force as a site where the holocron can be built. Constructing a holocron requires the hero to precisely manipulate the crystals that form the inner mechanisms of the holocron using the Force, similar to how a Jedi assembles a lightsaber with the Force. However, holocron creation is an order of magnitude more complex and more precise, and even Jedi Masters who are strong in the Force need a place of power to help fuel the creation process. With this step complete, the physical structure of the holocron can be constructed.

8. The Jedi must discover the Force secret required to transfer a replica of one's consciousness into the gatekeeper program (see Holocron Loremaster, page 37). Once the holocron's mechanisms are finished, the malleable crystal interiors must be manipulated to reproduce the Jedi's knowledge and consciousness. Doing so requires a meditative technique that transcends conscious thought and is similar in concept, if not the details of execution, to the dark side technique known as Transfer Essence.

Destiny Bonus

The creation of a holocron replaces the normal destiny bonus that you receive for fulfilling your destiny. Typically, this destiny bonus only comes from destinies that can be tied to the creation of a holocron, such as the Discovery and Education destinies from the core rulebook, and the Creation destiny from *The Force Unleashed Campaign Guide*. When you fulfill your destiny, your reward is the preservation of your legacy by creating a holocron with a gatekeeper modeled after your hero. The holocron contains all of the knowledge your hero accumulated over the course of his or her career, which can be passed on to future generations.

When you fulfill your destiny, you create a holocron with a gatekeeper modeled after you.

Holocron Gatekeeper Statistics

To create the statistics for the holocron gatekeeper, follow these steps based on your hero's statistics at the time you fulfill you destiny:

- The gatekeeper's CL is equal to your CL divided by three.
- The gatekeeper has no special senses, such as darkvision or scent.
- The gatekeeper has no Reflex Defense or Fortitude Defense and cannot be targeted by attacks or powers that target those defenses.
- The gatekeeper has no hit points or damage threshold.
- The gatekeeper retains any immunities that you possess and also gains immunity to all fear effects as well as physical damage. Physical damage includes damage from acid, atmospheric hazards, disease, extreme temperatures, fire, poison, radiation, smoke, gravity, and any effect that targets Reflex or Fortitude Defense.
- The gatekeeper cannot attack. Therefore, it has no attacks, no base attack bonus, and no grapple bonus.
- The gatekeeper is merely a holographic projection and has no Strength, Dexterity, or Constitution score.
- The gatekeeper gains the holocron gatekeeper and instructive bond special qualities, as presented in the stat blocks above.
- The gatekeeper loses all talents and feats that enhance attacks, movement, or other physical interactions. Talents and feats that pertain to skill use or other effects remain.
- The gatekeeper loses skill bonuses related to the following skills: Acrobatics, Climb, Endurance, Jump, Mechanics, Pilot, Ride, Stealth, Survival, Swim, Treat Injury, Use Computer.
- The gatekeeper may use only the following aspects of the Use the Force skill: Search Your Feelings, Sense Force, and Telepathy (at the Gamemaster's discretion, and usually only in special cases).
- The gatekeeper has no equipment.

Sith Artifacts

Several artifacts of great power and significance were created in the time of ancient Sith Lords. Though most Sith of the modern eras tend to eschew the arcane and esoteric knowledge used to create these artifacts, remnants of these dark objects still lie undiscovered in forgotten tombs across the galaxy. Sith artifacts are considered priceless; thus, they have no costs associated with them.

Sith Amulet

Ancient relics of the Great Hyperspace War and other conflicts between the Jedi and Sith of the Old Republic, Sith amulets are weapons of the dark side. Each Sith amulet, which is embedded in a jewel-encrusted gauntlet worn on the forearm, is made of crystals imbued with dark Force energy that focus the user's telekinetic power, allowing the wearer to unleash powerful attacks. Though most Sith amulets were destroyed by Jedi shadows in the wake of the Great Sith War, a few remain, hidden away in Sith burial chambers on Korriban and elsewhere throughout the galaxy.

The wearer of a Sith amulet gains several benefits:

- When the wearer uses the Move Light Object application of the Use the Force skill, the object being used as a projectile deals 2d6 points of damage instead of 1d6 points.
- When the wearer activates a Force power with the *[telekinetic]* descriptor, the wearer can increase his Dark Side Score by 1 to reroll the Use the Force check made to activate the power, keeping the better result.

- As a standard action, the wearer can increase his Dark Side Score by 1 and select a target within 12 squares. The wearer unleashes a razor-thin bolt of telekinetic energy at the target, making a Use the Force check; if the Use the Force check result equals or exceeds the target's Reflex Defense, the target takes 3d8 points of slashing and Force damage.

Sith Poison

A favorite of the Krath and of the Mecrosa Order, Sith poison is the most insidious of inventions. Once the toxin is introduced into a Force-user's bloodstream, whether through injection or ingestion, exposed individuals become quicker to anger, and more likely to call on the dark side, slowly perverting servants of the light into agents of evil.

Sith Poison (CL 10): When a creature takes damage from a weapon coated with Sith poison or ingests a substance tainted with the poison, make an attack roll (1d20+12) against the target's Fortitude Defense. If the attack succeeds, the target takes 4d6 points of damage and moves –1 persistent step down the condition track. If the attack fails, the target takes no damage. Whether it succeeds or fails, the poison feeds the target's anger, drawing it closer to the dark side until the effect is negated. Every time the target spends a Force Point, make an attack roll (1d20+12) against the target's Will Defense. If the attack succeeds, the character calls upon the dark side and increases its Dark Side Score by 1. Every time an attack made by the Sith poison fails, a character can make a DC 25 Use the Force check to neutralize the poison. If the poison attack fails 5 consecutive times, the poison is neutralized automatically.

Sith Scrolls and Tomes

Before holocron technology was developed, and sometimes even after, the Sith recorded much of their dark knowledge in traditional forms. Locked away in the mausoleums dedicated to ancient Sith Lords are thousands of scrolls, tomes, and tablets bearing instructions on how to master a variety of Sith techniques. Like Sith holocrons, these ancient writings describe the methods of using lost dark side Force powers, the construction of Sith weapons and artifacts, information on Sith alchemy, and treatises on the domination and destruction of others.

Sith scrolls, tomes, and tablets function in much the same was as a holocron for the purposes of learning new Force powers and talents. However, these writings have no gatekeeper, and as such their knowledge is open to anyone who can master them, given time. Searchers should beware; many ancient Sith writings are imbued with the madness of their creators, and the knowledge they contain has been known to drive the unprepared student to insanity.

The Madness of Knowledge (CL 6): The first time a character reads an ancient Sith tome, scroll, or tablet, make an attack (1d20+8) against the character's Will Defense. If the attack succeeds, the character moves –2 persistent steps down the condition track, and until the persistent condition is removed the character takes a –5 penalty to Will Defense (on top of the normal penalties for being moved down the condition track). Also, until the persistent condition is removed, the character is filled with paranoia and creeping insanity, and any time the character rolls a natural 1 on an attack roll, his next attack roll made before the end of the encounter must be against an ally, not an enemy. The persistent condition can be removed after 8 hours of rest with a DC 25 Treat Injury check; the character affected by the Madness of Knowledge cannot make this Treat Injury check on himself.

Sith Talismans

A Sith talisman enhances its wearer's Force attacks. When Jedi first discover Sith talismans, they find the trinkets can be made to serve the light without adverse consequences. However, to counteract this exploitation, later Sith purposely infuse talismans with malignant energy, making them anathema to Jedi. The Jedi Council subsequently ban their use, and following the Great Hyperspace War, Jedi shadows willfully target the Sith artifacts for annihilation. A bitter argument breaks out as Galactic Museum of Coruscant curators fiercely assert that Sith artifacts, like any historical curios, belong in a museum. Brokering a compromise, the Chancellor's office grants the museum rights to display Sith artifacts, except for Sith holocrons, which are to be surrendered to the Jedi Temple.

For more information on Sith talismans, see page 21.

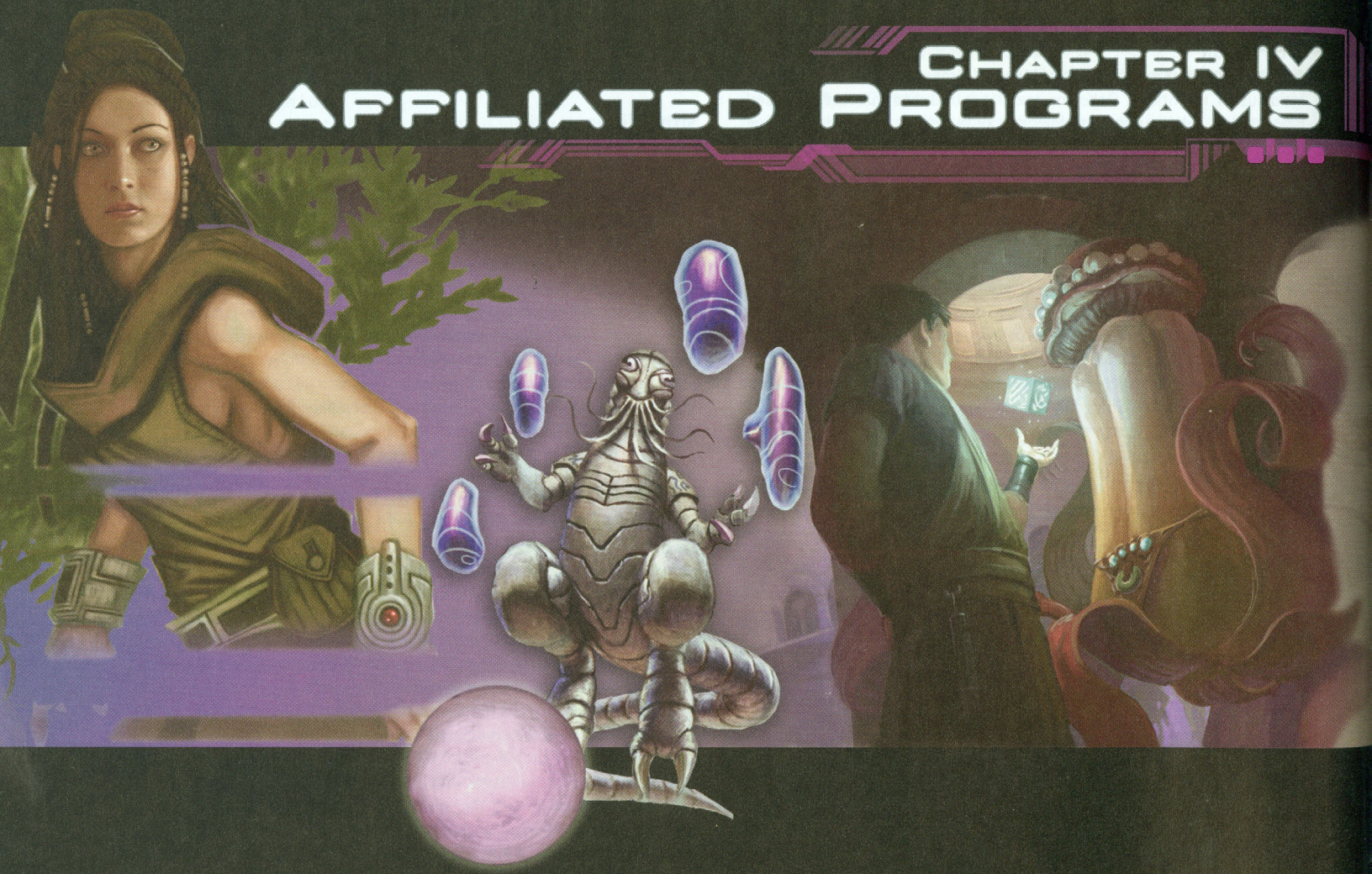
Message from the Faculty: The Muur Talisman

One of the most dangerous artifacts of the dark side known to have surfaced is the Muur Talisman. An ancient Sith Lord named Karness Muur created the Muur Talisman long before the Great Hyperspace War. Whoever carries the talisman is filled with the power of the dark side. More importantly, the Muur Talisman holds the power to create and control vile creatures known as rakghouls.

A Force-sensitive character wearing the Muur Talisman can infect any target within 12 squares and in his line of sight with the rakghoul disease (see page 223 of the *Knights of the Old Republic Campaign Guide*) as a swift action, with no attack required. Furthermore, all rakghouls have a helpful attitude toward the wearer of the Muur Talisman. In addition, the Muur Talisman stops all aging in the host.

The Sith spirit of Karness Muur lurks within the talisman, speaking to the wearer and urging him to spread the Muur legacy through the creation and command of rakghouls.

Chapter IV
Affiliated Programs





The Jedi and Sith are just two of the many Force-using traditions found throughout the galaxy. Every sentient species with the ability to utilize the Force has its own groups and philosophies, although only a tiny fraction have been documented by the Jedi Order. Young students are taught about some of these groups, to show the various ways that the Force manifests itself in the galaxy and how it's expressed by different cultures.

The different programs described here are included to show some of the alternate beliefs, thoughts, and techniques practiced by outlying traditions. Although many of these groups have similar agendas as the Jedi, most have unique requirements for entry that prevent large numbers of students from joining. For example, entry into the Baran Do Sages is limited to Kel Dor initiates with sensitivity to the Force. Over the millennia, the Jedi have set up "exchange programs" with some of these groups, sending both students and Jedi Masters alike to study these alternate traditions and learn from them. The Jedi do their best to shield students from some of the more controversial beliefs, but realize that part of understanding the Force, particularly the dark side, is to ask questions and witness different beliefs firsthand.

Aing-Tii Monks

Patrolling the area of space near the Kathol Rift in large, organic ships and wielding advanced weaponry is a mysterious race known as the Aing-Tii. Their homeworld is hidden somewhere within the Rift, and many people believe that the entire race is sensitive to the Force, since the rest of the galaxy has only encountered Force-using members of the race. In truth, not all of the Aing-Tii are Force-sensitive, but they do have a higher percentage of Force-users compared with other races.

History

Very little is known about the Aing-Tii. Their existence is a secret shared by relatively few individuals who have met Aing-Tii monks. Even then, the meetings take place aboard their ships. In recent history, the Aing-Tii are known to patrol the space known as the Kathol Rift and do not interact very much with the other inhabitants of the region.

By the end of the Clone Wars, the Jedi Order learns of the monks' existence and knows that the Aing-Tii are decidedly uninterested in the Jedi. A few years before the Battle of Yavin, Master Yoda sends a former smuggler named Jorj Car'das to the Aing-Tii to ask for their help in countering his failing health. The monks agree to assist on the condition that Jorj stays with them to learn their ways. Several years pass before the monks allow Jorj Car'das to leave their company and spend the rest of his life on Exocron, a world in the Kathol Outback.

Four years after the Battle of Endor, the Aing-Tii begin a search for what they call the Codex, an ancient piece of Darkstryder technology they believe to be sacred. Convinced that they cannot physically touch it, they abduct a Human navigator named Makezh, erase his memories, and implant a subconscious command to seek out and obtain the Codex for them. The monks' knowledge of human physiology is limited, however, and Makezh becomes mildly insane as a result of the operation. The search concludes on the planet Demonsgate, a lone world beyond the Kathol Rift. The Aing-Tii take the Codex, Makezh, and several Imperial stormtroopers for study.

After the conclusion of the Yuuzhan Vong War in 25 ABY, the Jedi Knight Jacen Solo travels to the Kathol Rift and studies with the Aing-Tii monks. Although the monks view Solo as a unsound student, they teach him about flow-walking and how to use the ability. Though Solo files a report of his time spent with the Aing-Tii monks, much of the information Solo learned is deliberately withheld.

Location

The Aing-Tii monks can be found almost exclusively within the nebulous clouds that form the Kathol Rift, near the edge of the galaxy. They actively patrol the area, looking for slaver ships or vessels in distress that they aggressively target and destroy. The location of their homeworld is unknown, despite many attempts over the years by several individuals to find it. However, it is believed to be located somewhere within the Rift. Very rarely are any Aing-Tii found alive outside the Rift, and those that dare venture outside do not stray very far.

Philosophy

The Aing-Tii believe in the same Force as the Jedi and the Sith, but their fundamental principle about it differs greatly in scope. Instead of merely two sides of the Force, the light side and the dark side, the Aing-Tii believe that the Force has multiple aspects very much like a rainbow. Within these aspects, the Force moves and acts in ways that guide and help life in all of its forms, and no single aspect is more important than the others. In order for one to truly understand the nature of the Force, one must experience a little of each facet and gain a semblance of the entire spectrum.

Since the Aing-Tii believe like the Jedi that life creates the Force, they also believe that life can manipulate the Force as well, and even those who are not sensitive to the ebb and flow of the Force have some measure of control over it. Despite this idea, the Aing-Tii do not seek to take advantage of their special "gifts." They use their abilities for a more practical reason: moving themselves through space. Over the centuries, the Aing-Tii have learned to use the Force to bend space and even time to transport themselves to various destinations. Beyond this application, they use the Force for little else.

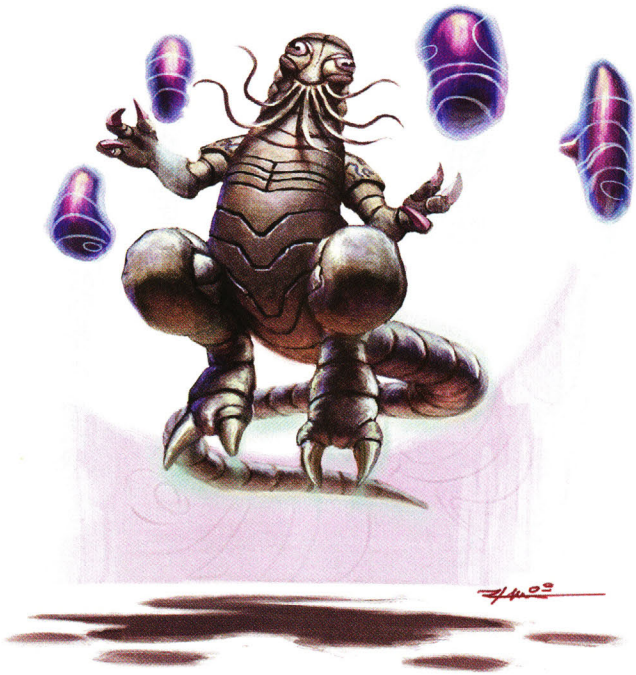
Membership: Only a few beings who are not members of the Aing-Tii species have been indoctrinated by the Aing-Tii monks, but they are nevertheless considered part of this tradition. Those who are not Aing-Tii must demonstrate a willingness to learn the "true nature of the Force" and demonstrate that they have something to teach the monks as well.

Building an Aing-Tii Monk

Playing a hero that has been trained in the philosophies of the Aing-Tii monks can be somewhat trickier than playing members of other Force traditions. Since the Aing-Tii species does not lend itself easily to heroic adventuring, your hero is more likely to be a member of another species that came across the Aing-Tii and convinced them to train you. Decide how you came into contact with the Aing-Tii. Was your ship marooned on a world in Aing-Tii space or saved from slavers by an Aing-Tii patrol? Did you seek out the Aing-Tii on purpose, making contact with the species and requesting their instruction, or did they single you out through some sort of mystic selection process? After completing your training with the Aing-Tii monks, what did you do? For what destiny did the Aing-Tii give you their precious knowledge of the Force?

In game terms, the powers of the Aing-Tii monks are best represented in those abilities that bend the rules of time and space. Your hero will want to make sure he has the *fold space* Force power, as well as some talents from the Aing-Tii monk talent tree. If your character has the *farseeing* Force power and the Visions talent, you might interpret that when you use those abilities you are actually practicing the secret art of flow-walking (whereby you transport yourself back to witness images from the past, rather than just seeing them from the future). Your hero might describe using the *surge* power as bending space to let you move more quickly, or your character might be a master of the *phase* Force power (from *The Clone Wars Campaign Guide*), allowing you to pass through walls.

Other considerations for building your Aing-Tii monk might include class and non-Force talent selection. The Aing-Tii are adamant in their war on slavers, and as such you might build your hero to do the same. You might have studied under an Aing-Tii navigator aboard one of their living starships, and as such you would be trained in the Pilot skill. Perhaps you spent some time breaking up slaver convoys, and have taken the Vehicular Combat feat or Weapon Proficiency (heavy weapons). Since the Aing-Tii are careful to guard their secrets, you might take talents and feats that make you less susceptible to mental influence, boosting your Will Defense or discouraging others from making skill checks against your Will Defense at all.



AN AING-TII MASTER OF THE FORCE

AING-TII MONK TALENT TREE

The Aing-Tii monks have an understanding of the Force that is different from the Jedi and most other Force traditions. The Force has many more aspects than just a light side and a dark side, and it is most useful for facilitating freedom of travel.

Aura of Freedom: All allies within 6 squares of you gain a +5 Force bonus on skill checks or grapple checks made to escape grapples or other immobilizing hazards. Additionally, whenever an ally within 6 squares of you is moved against its will (such as by the *move object* Force power or the Bantha Rush feat), you can spend a Force Point as a reaction to negate the forced movement entirely.

Folded Space Mastery: While you are the pilot of a vehicle, you can use the *fold space* Force power (see page 25) to move the vehicle across long distances. If your Use the Force check to activate the power is sufficient to move an object of the same size as your vehicle (or larger), you can use the power to move your vehicle and all of its occupants safely to the desired destination. You use your Use the Force check result instead of a Use Computer check, as though calculating a hyperspace jump. This otherwise uses the normal rules for hyperspace travel, though travel is instantaneous and requires no hyperdrive.

Prerequisite: Fold space.

Liberate: You can spend a Force Point as a swift action to designate one ally within 12 squares of you and in line of sight that is currently grabbed, grappled, or immobilized; that target automatically escapes from the grab or grapple (or the immobilizing effect is removed), and the target can move up to half its speed immediately as a reaction. This movement does not provoke attacks of opportunity.

Prerequisite: Aura of Freedom.

Many Shades of the Force: Choose one Force power with the *[dark side]* or *[light side]* descriptor in your Force suite. That power is no longer considered to have that descriptor for you.

Prerequisite: Force Training.

Spatial Integrity: While you are aboard a vehicle, you can spend a Force Point as a reaction to the vehicle taking damage; you make a Use the Force check and reduce the damage the vehicle takes by the check result. This reduction occurs after both DR and SR are applied to the damage.

Baran Do Sages

The Baran Do Sages are an obscure group of Kel Dor seers and mystics who engage in deep contemplation with the Force to look into the future and assist their people. They empty their minds to allow the Force to provide its wisdom and secrets. These quiet masters of the Force sit in silence, listening to the ebb and flow of the Force, before leaping into action. Although humble and introspective, the Baran Do are full of confidence, relying on the Force to guide their deeds.

History

This Kel Dor Force tradition has lasted for thousands of years. The Baran Do Sages serve as seers and advisors to leaders, using their talents to discern the best path to take for the good of the species. They are called upon to also help investigate crimes, reveal secrets that only the Force could uncover, and even help predict the weather so farmers can better raise their crops. Time and time again, the insights of the Baran Do Sages help avert disaster for the Kel Dor.

Upon entry into the Galactic Republic, increasing numbers of Baran Do Sages and Force-sensitive Kel Dor younglings are indoctrinated into the Jedi Order. Although the Baran Do never entirely go away, their numbers dwindle to such a degree that eventually the group becomes little more than a remnant in Kel Dor consciousness, remembered only for being mystics and sorcerers. Despite this, the teachings of the Baran Do made a huge impact on the study and understanding of the Force by the Jedi, who incorporate various Baran Do techniques into their own teachings. Faded into obscurity, the Baran Do manage to survive the Great Jedi Purge by Darth Vader, and their numbers slowly increase again during the time of the New Republic, once more providing wisdom and insight for the good of the Kel Dor people.

Location

The Baran Do Sages are found almost exclusively on Dorin, the homeworld of the Kel Dor, contemplating the nature of the Force and advising their people on important matters. However, because of their ability to discern the future, the sages sometimes depart from their home planet, following the will of the Force. In this way, they can be found almost anywhere in the galaxy. Consummate investigators, these traveling sages find themselves on bustling worlds and backwater planets alike, seeking knowledge or following slender threads of information provided by the Force. Although capable fighters, they often travel with well-armed bodyguards or native guides to ensure their safety. Heroes might be asked to protect a Baran Do Sage on a mission or to help return him safely to Dorin along with his vital information.

Heroes might be drawn to the temple of the Baran Do Sages on Dorin, searching for specific information or advice on the best way to proceed. The Baran Do maintain good relations with the Jedi and willingly provide assistance to them or their allies as needed. During the time of the Great Jedi Purge, renegade Jedi could also find safe haven at the temple, although getting there is fraught with danger.

Philosophy

The Baran Do Sages emphasize contemplation and insight over brash impulse. Every thought, deed, and action of a sage is carefully deliberated, using the Force to help guide him. A Baran Do Sage seeks peace and stillness, for a quiet mind is when the Force speaks the clearest. Powerful Baran Do use the Force to look into the past, the present, and the future for answers and receive visions about individuals to which they have no other connection. They are also used to investigate "unsolvable" crimes using the Force, which lets them see the perpetrator in the act or to locate missing evidence.

The Kel Dor believe that children born with silver irises are unusually strong in the Force. The Baran Do seek out these younglings, along with any other children who show potential. Raised in the peaceful surroundings of the Baran Do temple, young recruits are taught patience and stillness, including different meditation techniques and exercises to expand the mind. Sensory depravation is a common technique, forcing a pupil to rely on other senses (or none at all), or sensory overload, where the youngling must solve puzzles or deduce patterns while bombarded with loud noises, jostling crowds, or an overpowering stench. The training is neither rigorous nor physically taxing,



Baran Do Sages

but encourages introspection and thoughtfulness at all times. The Baran Do Sages are not averse to opening their doors to any Kel Dor with Force sensitivity and a willingness to learn and achieve calmness.

Baran Do Sages never rush to judgment or action, weighing every consequence with equal care. Outsiders may misconstrue this inaction as indecision, fear, or even laziness, but nothing is further from the truth. When a Baran Do Sage acts, he does so with utter confidence and purpose—days of silent meditation replaced by a flurry of activity and movement. Baran Do Sages are constantly on the hunt for solid facts to back up their visions and might range far into the galaxy to seek answers.

Membership: Any Kel Dor with the Force Sensitivity feat is eligible to join the Baran Do Sages.

Building a Baran Do Sage

True Baran Do Sages are members of the Kel Dor species, so to build a Baran Do Sage you will want to make your hero a Kel Dor. That being true, it is possible that your hero is an exception to the rule, and that somehow you convinced the Kel Dor to train you despite being a member of another species. (If you choose this background, you'll need your Gamemaster's permission, and you should probably find a way to explain how you survived in the poisonous atmosphere of Dorin). There are some questions you might want to answer when coming up with you're hero's background. Why were you trained as a Baran Do Sage instead of a Jedi? Did you seek out the training, or did the Sages choose you? What destiny have you seen for yourself in the future? What knowledge of the future and the past do you now possess, and how might that motivate you?

Since the Baran Do focus many of their efforts on attuning themselves to the flow of the Force, when building your hero you will likely want to choose talents from the Sense talent tree. Chief among those is Visions, which in turn requires the *farseeing* Force power. Likewise, the Baran Do Sage ability to see into the future is well represented by the Foresight talent, as well as the Motion of the Future talent. Given that the Baran Do Sages use esoteric techniques, the Mystic talent tree for the Force adept (see page 18) could reflect the methods your hero uses to tap into the Force. Lastly, the Baran Do Sages are masters of introspection and meditation; many of their techniques are suitably represented by the standard Force regimens presented in Chapter 1, and these can reflect your hero's dedication to the techniques taught by Baran Do masters.

When building a hero that is a Baran Do Sage, you should consider your class and talent selection carefully. The Baran Do are the consummate Force adepts, so levels in the Force adept prestige class are practically a necessity. Before going into a prestige class, your hero is likely to take levels in the noble class (reflecting the hero's dedication to skill over combat technique) or the scout class (reflecting the hero's ability to survive on the harsh world of Dorin). You hero is more likely to take feats that enhance skill use or provide durability and protection, such as Improved Defenses or Toughness, as opposed to more offense-oriented feats such as Weapon Focus.

Holocron Lesson: On the Force, Visions, and Discretion

Many young Jedi with the ability to gain glimpses of the past, present, or future often become concerned with the best way to utilize this information. Having such a vision might reveal information hitherto unknown by the rest of the Jedi and might contain personal, embarrassing, or even dangerous knowledge. A Padawan should be mindful of another being's feelings and privacy, but discovering information that disturbs the Force should be acted upon. When in doubt, turn to your Master to determine the best course of action.

Baran Do Sage Talent Tree

Kel Dor who become Baran Do Sages are contemplative and insightful, using the Force to unravel the skeins of the past, present, and future to determine the best course of action. They are masters of *farseeing* and other Sense-related Force abilities, making them excellent as both investigators and advisors.

Enhanced Danger Sense: You gain a +10 bonus on Perception checks made to avoid being surprised. Additionally, you can spend a Force Point to act in the surprise round, even if you are surprised.

Expanded Horizon: Whenever you use the Search Your Feelings application of the Use the Force skill, you can sense the consequences of your actions out to 1 hour into the future (instead of the normal 10 minutes). You can spend a Force Point when you do so to expand this window out to 8 hours, or a Destiny Point to expand this window out to 24 hours.

Knowledge and Defense: You add your Wisdom bonus to your Reflex Defense whenever your Dexterity bonus would normally be denied to you.

Prerequisite: Enhanced Danger Sense.

Planetary Attunement: Whenever you arrive on a new planet, you can spend 10 minutes and a Force Point to acclimate yourself to the planet's unique ebb and flow of Force energy. While on the planet, you gain a +2 Force bonus to all defenses against naturally occurring hazards on the world, your speed increases by 1 square, and you can sense what the weather will be like in the immediate area up to 24 hours in advance as a full-round action.

Precognitive Meditation: Once per day, you can spend 10 minutes meditating to seek visions of the future. At that time, you can spend a Force Point as a part of this meditation. Once during the rest of the day, whenever you or a vehicle you pilot are the target of an attack, you can choose to negate that attack provided the attack roll is not a natural 20. At the end of the day, if you did not use this ability, you regain the Force Point spent on the meditation.

Fallanassi

Every Force tradition in the galaxy has its own way of looking at the Force and how to channel its energies. The Fallanassi is unique among these traditions, for its members believe that the Force is not the Force at all. Instead, members of the Fallanassi believe in the White Current, an energy field strikingly similar to the Force to those untrained in their ways. To the Fallanassi, however, the White Current differs from the Force in many ways. Where other Force traditions tap into the Force and use its power, the Fallanassi approach it from the other direction by immersing themselves in the White Current.

The Fallanassi dedicate their lives to keeping their existence secret and do not involve themselves in galactic events. Why they choose to hide from the galaxy at large is unknown; they claim that they have seen the results of events caused by those that use the Force for their own personal gain and choose to not involve themselves in such incidents. Some people believe that a tragedy in the past that was caused by one or more of their members spawned this behavior, but proof of such a theory is lost in time.

As a means to preserve their isolationist policies, the Fallanassi keep their communities small and own few possessions. One main reason for this is to allow them to migrate easier when they decide to move. For this reason, many people consider them nomadic. In many ways, they are correct. But, the Fallanassi are not true nomads, since they move to protect their secrecy, not to find resources.

A White Current adept



History

According to their own stories, the Fallanassi have existed for a long time and are perhaps older than even the Republic itself. Due to their desire to keep out of the public eye and their lack of records, much of their history is unknown.

What little that is known about them was scarcely chronicled by Jedi Master Luke Skywalker after his encounter with them during the Black Fleet Crisis, when the New Republic clashed with the Yevethans. In fact, the New Republic defeated the Yevethans with the assistance of the Fallanassi through their use of an illusory space fleet that led the Yevethans to believe that the New Republic fleet was larger than it actually was. The Fallanassi maintained their confidentiality during the conflict and retreated back into obscurity after the battle was over by moving to a new home.

Other than Skywalker, only one other individual has spent any length of time with the Fallanassi. Jacen Solo, five years after the end of the Yuuzhan Vong War, visited and trained under them for a short period of time. He learned about the White Current and how to immerse himself in it before traveling into the Unknown Regions to find the source of a call for help.

Location

Most people have never even heard of the Fallanassi, let alone know that they are a group of Force-users. Those who have heard of them find it extremely difficult to find them, due to the fact that they move every time they are discovered and leave no clue behind indicating the location of their new home. That said, each generation of Fallanassi appoints one representative to wander the galaxy to determine the current state of affairs outside their own civilization and report back if any threat to their existence is present, so they can move yet again to preserve their way of life.

Philosophy

According to Fallanassi doctrine, the White Current is like a river instead of an energy field. The Fallanassi believe that, in order to manifest their powers, they must submerge their essence into this river and let the Current flow through them instead of attempting to shape the Force like the Jedi and other Force-using traditions. This basic tenet of their philosophy affects all aspects of their lifestyle and society. As a result, they are generally nonaggressive and maintain a "go with the flow" attitude.

Privacy, both as individuals and as a society, is prized above all else within the Fallanassi. Consequently, they take great strides to protect and preserve their isolation. They prefer to keep to themselves and hide from the rest of

the galaxy, while events take place around them without their involvement. They choose not to take action, let alone use their powers, against another sapient being, which also helps them to maintain their hidden presence and let the galaxy follow its own path without them.

While they live their daily lives, the Fallanassi grow, marry, and have children, unlike most Jedi. The Fallanassi pass their knowledge and training to their children as the primary means of continuing the traditions to the next generation. Beyond teaching their progeny the ways of the Fallanassi, living their lives in isolation, and moving to a new home when they are discovered, these people do little else.

Membership: The Fallanassi are insular, but they do occasionally cross paths with other cultures and members of other Force traditions. It's conceivable, however unlikely, that an outsider might be indoctrinated into the ranks of the Fallanassi, but only under exceptional circumstances, and only if the White Current guides the Fallanassi to do so.

Building a White Current Adept

Building a hero that is a member of the Fallanassi tradition means building a hero with a mysterious background. No other Force organization is as secretive or as distrustful of outsiders. Your White Current adept hero is likely to be Human, although you could be a member of some other species raised by the Fallanassi from birth. As such, you will need to decide a few things about your hero to determine where he or she fits in with the rest of the galaxy. Why did your hero leave the Fallanassi to become an adventurer? Did you leave on your own, or were you exiled? How do you preserve the secrets of the Fallanassi, if at all? Are you looking for other Force-sensitive beings to train in the ways of the Fallanassi, or do you seek to accomplish some other goal before returning to your people? With answers to these questions prepared, your hero will not only have an appropriate background but also should behave quite differently from other Force-users.

The Fallanassi view the White Current from quite a different perspective than the Jedi view the Force, and as such you might choose more unconventional Force powers and talents. The Fallanassi represent one of the few Force traditions to retain the knowledge of creating illusions with the Force, so the Illusions talent (and all the talents that count it as a prerequisite) make excellent choices for the White Current adept. Since the Fallanassi are so concerned with preserving their secrets, you might wish to choose abilities that enhance your stealth; you might take the *cloak* power (from *The Clone Wars Campaign Guide*) or, if your Gamemaster agrees to let you take levels in the Jedi class, work toward the Force Haze talent and other talents that augment it.

You will almost certainly want your hero to be trained in the Stealth skill, as many of the talents in the White Current Adept talent tree require you to be trained in Stealth. This means beginning play as a scout or scoundrel, or multiclassing into one of these classes and spending a feat on Skill Training. If you are looking to take some talents from your base class (and not just spend your talents on Force talents), consider taking the scout class, as many of the scout's talents help with Stealth and subtlety, as well as survivability.

White Current Adept Talent Tree

The White Current guides the Fallanassi to use its power to benefit everything and everyone around them, as well as to protect themselves. Those who succeed in channeling the White Current often display powers with surprising effects.

Force Immersion: You can use the sneak application of the Stealth skill to hide from electronic surveillance and sensors. Any opponent attempting to detect you with sensors or electronic surveillance must beat your Stealth check with a Use Computer check. You need only roll a single Stealth check to avoid both electronic notice and notice by conventional means, using the same result as the DC for both Perception checks and Use Computer checks made to detect you.

Prerequisite: White Current Adept, trained in Stealth.

Immerse Another: Whenever you make a Stealth check to sneak, you can use your check result in the place of one adjacent ally's Stealth check to sneak (additionally, if you have the Force Immersion talent, that talent applies to the designated ally as well). Similarly, you can use your Use the Force check result in the place of an adjacent ally's Use the Force check result to avoid detection by the Sense Force application of the skill.

You can spend a Force Point to have this ability apply to all adjacent allies instead of just one.

Prerequisite: White Current Adept, trained in Stealth.

Ride the Current: As a reaction to being damaged by an attack or Force power, you can spend a Force Point to gain total concealment from all targets until the end of your next turn. Additionally, if you have not yet taken your second wind, you can do so immediately as a part of this reaction.

Surrender to the Current: As a swift action, you can choose to surrender to the White Current and allow it to flow around you and fuel your Force powers. Until the end of the encounter, you cannot use Force powers that do not have "You" as the sole target. However, once per turn as a swift action, you can recover one spent Force power that has "You" as the sole target without spending a Force Point, adding that power back to your Force suite.

White Current Adept: You can make a Use the Force check in place of a Stealth check. You are considered trained in the Stealth skill. If you are entitled to a Stealth check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Iron Knights

The Iron Knights is a highly unusual Force tradition comprised solely of a race of silicon-based creatures called Shards. The Shards are both sentient and Force sensitive. The Iron Knights are Shards that have placed themselves inside of droid bodies, allowing them to interact with their surroundings much like other sentients would. The Iron Knights use the combination of the Force and their droid bodies to pursue their agendas, which are very much in line with the Jedi. Despite persecution and the occasional misunderstanding, the Iron Knights prove to be stalwart and loyal defenders of peace and justice.

History

In order to talk about the Iron Knights, one must discuss the Shards. Native to the planet of Orax, Shards appear as small, immobile clusters of multifaceted crystals. Shards pulse with faint internal light, giving hints of their sentience. These individual Shard clusters bunch together into large colonies, which communicate through a band of electromagnetic energy. A Shard can live for thousands of years in this environment. Humans colonizing the planet eventually realize that the Shards are sentient and communicate with them using devices that translate their electromagnetic pulses into speech. Some Shards volunteer to be implanted inside droids, enabling them to leave their colonies and explore the rest of the galaxy. The Shards use their newfound mobility to meet with representatives of the Galactic Republic, sending their droid-bodied ambassadors to establish relations with other cultures and species.

For unknown reasons, some Shards are Force sensitive, a fact discovered by Jedi Master Aqinos. During the Arkanian Revolution, Master Aqinos takes many Shards as Padawans, teaching them about the Living Force. Calling themselves the Iron Knights, several of their number join in that conflict and help win the day. The Jedi Council excommunicates Aqinos for sharing knowledge of the Living Force with the Shards, and he goes into exile, taking several of the Shard Jedi along. This decision saves the Iron Knights from extinction. When the Great Jedi Purge happens, most of the Shards on Orax are destroyed and the planet is heavily mined. Droids are banned from the surface of Orax, and few Shards manage to escape. Now refugees and fugitives, the majority of the Iron Knights go into hiding on the planet Dweem.

The Iron Knights lay low for decades, until they are rediscovered by a band of students from the New Jedi Order. Realizing their potential, the Order accepts the Iron Knights into its ranks. During the Yuuzhan Vong invasion, the Iron Knights prove an instrumental part of the New Jedi Order's defenses, although the Yuuzhan Vong's hatred of technology makes the Iron Knights favorite targets for destruction. Numerous Iron Knights serve with honor and distinction during the conflict.



An Iron Knight

Location

Iron Knights are most commonly encountered in two different eras. The first is around the time of the Arkanian Revolution, roughly 50 years before the Battle of Yavin. At this time, the Iron Knights are new to the galaxy at large and just beginning to learn the ways of the Force. What they lacked in experience, they made up for in enthusiasm.

The Iron Knights rise to prominence again during the time of the New Jedi Order, after surviving the Great Jedi Purge by hiding in their droid bodies and using their mechanical shells to conceal their covert anti-Empire activities. By the time of the Yuuzhan Vong invasion, the Iron Knights are entrenched elements within the New Jedi Order.

Philosophy

Shards are deeply contemplative and curious creatures. Their unusual method of communication is ponderously slow, meaning that discussions can take days to play out and decisions up to years. The Iron Knights are different—their connection to their droid hosts allows them to interact with the galaxy in much the same way as other sentients. They are fascinated with the both the speed and short lives of other creatures. They find the galaxy a dynamic, vibrant place and go to great lengths to protect others from harm or to stop injustice when encountered.

Despite their zeal, the Iron Knights are as likely to succumb to the dark side as any Force-user. Iron Knights take such transgressions very seriously and spend much of their downtime in deep contemplation of the nature of the Force to recognize and ward off the dark side's temptations.

The Iron Knights are Jedi and train with lightsabers. However, they are quite capable of defeating enemies using the weapons built into their droid bodies. The Iron Knights prefer droid bodies that are built for battle, such as the Juggernaut war droid or the FLTCH Series droid.

Iron Knights are considered part of the Jedi tradition for the purposes of qualifying for the Jedi Knight and Jedi Master prestige classes.

Membership: Only Shards can become Iron Knights.

Building an Iron Knight

Building an Iron Knight is much like building a Jedi. Since only Shards can become Iron Knights, all you really need to worry about are which talents, feats, and Force powers to take. Since Iron Knights are likely to be wading into the thick of combat, one of your best choices is the Force Repair talent. Similarly, your hero should consider talents and feats that bolster your hit points, ability to catch a second wind, and so forth. Likewise, defensive talents such as Block and Deflect can keep you from relying as much on healing. Otherwise, build your Iron Knight just as you would any other Jedi—after all, the Iron Knights consider themselves to be Jedi, and so should your hero.

IRON KNIGHT TALENT TREE

The Iron Knights are truly unique, in that they are silicon-based creatures that use droids as their physical bodies to interact with the galaxy. As a result, they view and utilize the Force in ways that seem unusual to the Jedi. Most of their powers involve their ability to affect droids and other machinery.

Droid Duelist: Whenever you are wielding a lightsaber, you can spend a Force Point as a swift action to cause an opponent to be flat-footed against your next attack made with a lightsaber before the end of your turn.

Force Repair: You can use the Force Trance application of the Use the Force skill to recover hit points through natural healing. You can also receive hit points from the *vital transfer* Force power. Whenever you receive bonus hit points from any source, you gain additional bonus hit points equal to your Charisma modifier (minimum +1).

Heal Droid: You can use the *vital transfer* Force power to heal droids (including Shard-inhabited droids), which are normally immune to this power.

Prerequisites: Vital transfer.

Mask Presence: As a swift action, you become immune to the Sense Force application of the Use the Force skill, and appear to be nothing more than a regular droid in the Force. If you make a Use the Force check or use any Force power or Force talent, this effect immediately ends.

New Species: Shards

Shards are crystalline beings native to the planet Orax. Although immobile and silicon-based, Shards are sentient and can communicate with others through computers and other electronic receivers. Some Shards, like the Iron Knights, have themselves placed inside droid bodies that they can manipulate telepathically. Many, if not all, Shards are Force-sensitive. The following statistics are for use by players wishing to create Shard characters. These statistics assume that the Shard is implanted in a humanoid droid body, as this is likely the only way that the Shard can interact with the rest of the party effectively.

Shard Species Traits

Shards share the following species traits.

Ability Modifiers: –2 Dexterity, +2 Wisdom. Shards have powerful minds but must rely on somewhat clumsy droid bodies. A Shard retains its Constitution score even while inside a droid body.

Medium Size: As Medium creatures, Shards have no special bonuses or penalties due to their size.

Bonus Skill: Shards gain Use Computer as a bonus trained skill, regardless of their class.

Droid Shell: Shards must inhabit droid bodies to travel and function in the galaxy at large. In this form, they gain the following traits.

—Shards must undergo maintenance as per a droid.

—Shards are immune to poison, disease, radiation, noncorrosive atmospheric hazards, and vacuum. They can regain hit points only through the Repair Droid application of the Mechanics skill. They do not benefit from natural healing unless they have the Force Repair talent.

—Shards are considered cybernetic creatures for the purposes of being damaged by ion weapons.

—Shards can make use of droid systems and accessories, subject to some limitations. Shards can have the following droid accessories: appendages, armor, communications devices, internal storage, sensors, and translator units. Shard bodies have a cost modifier of ×1.

Automatic Languages: Basic and Binary. Shards can communicate with other creatures only when connected to a computer or a vocabulator.

Silicon Mind: Other Force-users have a difficult time knowing how to influence you. You can spend a Force Point as a reaction to gain a bonus to your Will Defense equal to your Charisma modifier (minimum +1) against all Use the Force checks until the end of your next turn.

Matukai

Throughout the galaxy, many Force-users rely on something to focus their minds and power. Usually, the focal object is a piece of jewelry or a weapon, such as a lightsaber. The Matukai are different in that the objects through which they focus the Force are their own bodies.

History

The Matukai trace their origins back to the "glory days" of the Old Republic, sometime after the Great Sith War when the Jedi Order was at its peak and stretched its influence across the galaxy. During this time, the Jedi Order allowed other Force-using sects to practice their beliefs on the condition that they did not delve into the dark side of the Force.

Starting with a single Force-user, a Human female from Karvoss II whose name is lost to history, the Matukai sect grows from a small band of students to about 60 members. Drawing from a pool of Force-users who did not qualify for Jedi training, they carry on the group's teachings from generation to generation. As time goes on, the Matukai grow in power and influence. The Jedi eventually recognize the organization and send representatives to negotiate an affiliation with them, but they are met with disinterest and contempt.

Although the Matukai try to avoid being drawn into the conflict between the Republic and the Separatists, they do not go unnoticed. Once Order 66 is issued by Emperor Palpatine and the Jedi are swept aside, the Matukai become one of the first Force-using traditions to fall under the new Empire's hammer, and most of its members are killed at the hands of Lord Vader and his contingent of Imperial troops.

Location

Encountering a Matukai Adept anywhere in the galaxy is a rare event indeed. However, they are not hard to find if you know where to look. During the days of the Old Republic, the Matukai can be found anywhere space travelers might frequent. After the end of the Clone Wars, any Matukai who survives the backlash of the Jedi Purge goes into hiding and remains there until after the New Republic governs for several years. Some travel to Luke Skywalker's Jedi Academy after he expresses an interest in learning from other traditions. During the Yuuzhan Vong War, several Matukai fall at the hands of the invaders and the Peace Brigade, but its members are widespread enough to ensure the continued survival of the sect.

Philosophy

Matukai philosophy centers on achieving a balance between the physical aspects of the body and the spiritual aspects of the Force. All facets of Matukai life reflect this basic belief, even down to the clothes they wear. Their doctrines demand that the body be kept fit and clean while the mind focuses on the Force through personal rituals, avoiding the dark side of the Force through all of it.

Achieving balance between the physical and the spiritual also includes one's mental and emotional aspects as well. The Matukai believe that by remaining calm and relaxed without letting fear, anger, or other negative mental energies cloud the mind, the body becomes the greatest possible conduit for the Force.

Many of the people the Matukai recruit have little inherent strength in the Force. The fact that these pupils become masters of the Force is a testament to the effectiveness of Matukai instruction. The training each student undertakes involves a regimen of physical and mental techniques with a strong emphasis on the physical aspects. Trainees frequently push themselves to the limits of their physical capabilities in the early stages and, as they learn to tap into the Force, push beyond those limits while using the Force to fortify themselves. Each lesson hones some part of the student's strength or endurance and also teaches about an aspect of the Force. Those who complete their training are in peak physical shape and in extremely good health. They also receive a special tattoo that covers part of the forehead and the sides of the face near the eyes as a symbol that they are fully trained Matukai Adepts.

Membership: Any character with the Force Sensitivity feat can become a member of the Matukai by being accepted as the pupil of a Matukai Adept.

Building a Matukai Adept

Like members of many Force traditions, the Matukai are willing to accept initiates of all species and backgrounds, provided that each would-be apprentice adheres to the Matukai philosophy. As such, you need only decide how your hero came to be under the tutelage of the Matukai. Were you born into the tradition, or did you seek it out? Was your master eager to take you under his or her wing, or reluctant? How thoroughly do you embrace the philosophies of the Matukai?

Your selection of Force powers and talents will likely focus on abilities that revolve around body control as well as the mastery of the wan-shen. Talents from the Control talent tree, such as Equilibrium and Damage Reduction 10, are excellent choices to reflect the Matukai mastery of their own bodies. Similarly, Force powers such as *vital transfer* or *battle strike* make good choices for the Matukai, both to help reflect their mastery over their own life forces as well as to enhance their combat prowess.

Since the Matukai are a decidedly martial tradition, the soldier class is an excellent choice for your hero. The Martial Arts feats not only improve your Reflex Defense but also provide an excellent reflection of the physical training that the Matukai endure. Likewise, feats such as Improved Defenses, Improved Damage Threshold, and Toughness can give your hero a resilience that many other characters do not have, representative of your hero's mastery over both body and Force.



A Matukai adept

Matukai Adept Talent Tree

All Matukai strive to achieve perfect harmony between the physical and the spiritual aspects of their lives. As a result, they find ways to use the Force to improve their bodies.

Body Control: You can add your Charisma modifier instead of your Constitution modifier to your Fortitude Defense. Additionally, you can spend a Force Point as a swift action to become immune to poison, radiation, and disease until the end of the encounter.

Physical Surge: Whenever you roll an Initiative check at the start of combat, you can spend a swift action immediately, regardless of whether or not you are surprised.

Soft to Solid: As a reaction when you are damaged by an attack, you can spend a Force Point to increase the rigidity of your skin, gaining DR 10 until the end of your next turn.

Wan-Shen Defense: As a swift action, you can use your wan-shen to parry your opponents' attacks, gaining a +1 deflection bonus to your Reflex Defense against melee attacks until the start of your next turn. You must have your wan-shen in hand to use this talent, and you do not gain the deflection bonus if you are flat-footed or otherwise unaware of the incoming attack.

You can take this talent multiple times; each time you take this talent, the deflection bonus increases by +1 (to a maximum of +3).

Prerequisite: Proficient with the wan-shen (see page 54).

Wan-Shen Kata: You treat the wan-shen as a Medium weapon instead of a Large weapon. You can use the Pin and Trip feats with a wan-shen, substituting your attack bonus with the wan-shen for your grapple check. You must have your wan-shen in hand to use this talent.

In addition, when you use the wan-shen as a double weapon, you reduce all attack penalties for attacking with both ends of the weapon by 1.

Prerequisite: Proficient with the wan-shen (see page 54).

Wan-Shen Mastery: As a standard action, you make two attacks with your wan-shen, each one against a different target within your reach. You must have your wan-shen in hand to use this talent.

Prerequisites: Proficient with the wan-shen, Wan-Shen Kata, base attack bonus +5.

Seyugi Dervishes

Not every Force tradition teaches peace and serenity. The Seyugi Dervishes train in the arts of unarmed combat, stealth, and subterfuge. However, it is their mastery of the Force that makes them deadly assassins. They terrorize the Core Worlds, hiring themselves out as contract killers specializing in eliminating nobles, corporate heads, and other important individuals. Seyugi Dervishes are so named for their confusing, whirling movements, which rare survivors would proclaim a "beautiful dance of death."

Clad in red cloaks and white masks, unarmed Seyugi Dervishes can slip unnoticed into heavily defended compounds and murder their targets quietly and with alarming speed. The Dervishes spread rumors about their prowess, so that mere mention of the Dervishes instills dread in the populace. Seyugi Dervishes rarely employ weapons, relying on their unarmed combat skill and the Force to complete their missions.

History

Seyugi Dervishes get the first part of their name from a now extinct culture that populated the planet Recopia. The Seyugi were nomads who traversed the hazy skies of that planet on massive repulsorlift barges. Shunned by the rest of the populace as a culture of thieves, cutthroats, and pickpockets, the Seyugi kept to themselves. Several hundred years before the Battle of Yavin, a Force-sensitive Seyugi leader named Karrh gathered together the warriors of the various clans who also showed potential in the Force. After generations of prejudice and scorn, Karrh trained these warriors in the arts of stealth and silent killing, teaching them his own version of the Force. These warriors became the first Seyugi Dervishes and were sent on missions to eliminate threats and bring justice to those who disparaged the Seyugi people. Over time, the Seyugi spread throughout the Core, establishing themselves as assassins who will work for anyone with the credits to pay their outlandish fees.

The Seyugi Dervishes eventually attract the attention of the Jedi Order, which views them as a menace to the galaxy. The Jedi send ships and Jedi Knights to bring down the Dervishes, who have established numerous bases throughout the Core and beyond. The hunt takes decades, and by the end of it the Jedi believe that the Seyugi Dervishes are no more. However, in a desperate act of survival, the last few hundred Seyugi Dervishes retreat to a secret temple-fortress on Recopia. Amazingly, the Jedi fail to locate this last cell. These Seyugi Dervishes place themselves in carbonite hibernation, waiting for the right moment to return. A few descendants of the Seyugi, called the Mallif, are strange religious monks who sometimes broadcast their odd philosophies on hijacked HoloNet transmissions. The vast majority of these religious malcontents are unaware of the slumbering evil on Recopia. Those who do know help maintain the fortress, keeping it safe until the time is right to awaken the slumbering Seyugi.



A Seyugi Dervish

Location

Seyugi Dervishes are most prominent during the era of the Old Republic. Although most of their activities are limited to the Core, Seyugi Dervishes venture widely to perform their missions and can be encountered just about anywhere. Seyugi Dervishes have bases on nearly every major planet within the Core and several outposts located on distant worlds in the Mid Rim. However, the Jedi eventually realize the threat of the Dervishes and nearly wipe out the tradition. By the time of the Clone Wars, the only remaining Seyugi Dervish stronghold is a temple-fortress on the sulfuric planet of Recopia in the Core.

Any number of events might release the Seyugi Dervishes from their carbonite hibernation, allowing them to regroup and terrorize the galaxy once more.

Philosophy

Force adepts or Force disciples of the Seyugi Dervish tradition ignore many of the theories of the Force put forth by the Jedi. For the Dervishes, the Force is a way to master one's body, honing it into a weapon. Although their actions could definitely be considered evil, the Seyugi Dervishes do not ascribe to many of the tenants of the dark side either. They deplore random chaos and violence, and their goals are motivated by greed and personal achievement, not power. Still, their deeds and beliefs are

such that many Seyugi Dervishes find themselves in the service of other powerful dark siders.

Like the Jedi, Seyugi Dervishes seek out infants who possess Force sensitivity, preferring these "unspoiled templates" to older younglings. When a potential initiate is found, the Dervishes send one of their number to kidnap the youngling and bring her back to one of their many temples to begin a lifelong study of the tradition, sequestered with monastic discipline. After fifteen years of training, a Seyugi Dervish is sent on her first mission, usually under the watchful eye of a master who monitors the situation from a distance and removes any trace of the attack if the apprentice fails. Upon graduation, Seyugi Dervishes are free to wander the galaxy, receiving orders through encrypted communiqués and via the Force. Assassinations performed by the Dervishes are incredibly expensive, but clients can rest assured that the job will be done quietly, quickly, and discreetly.

Seyugi Dervishes are masters of unarmed combat. Unless a mission requires specialized equipment, a Dervish rarely carries anything, including weapons, which might trigger sensors or cause unwanted noise. They wear traditional garb of red cloaks and white masks, both to conceal their identities and to capitalize on the terror these costumes engender. In addition to their training in unarmed combat and the Force, Dervishes study the anatomies of various species, allowing them to pinpoint central nerve clusters and cause other debilitating wounds.

Seyugi Dervishes prefer to work alone, but two or more will sometimes band together to complete particularly dangerous assignments. On rare occasions, a Dervish will employ specialized contractors to help them out, especially slicers and demolitions experts, although in many cases, the "hired help" has no clue who they were working for and are eliminated afterward to conceal the Dervish's cover and identity.

Membership: Anyone can be a Seyugi Dervish, provided he or she has the Force Sensitivity feat. Initiates are abducted and indoctrinated at a young age so that they become fanatic in their devotion to the Seyugi tradition.

Building a Seyugi Dervish

As a Seyugi dervish, your background is pretty much determined for you; all Seyugi dervishes are trained assassins kidnapped as infants and raised in Seyugi training compounds. However, you can decide where your hero is going, and how he or she fits into the larger galaxy. As a trained assassin with mastery of the Force, what motivates you to be more than just a mercenary? What binds you to the rest of the party? If there are other Force-users in your group, how do you reconcile your immersion in the dark side of the Force with your actions on the party's behalf? When building your Seyugi dervish, keep in mind that you will need to function as a member of an adventuring party, and as such will need to make sure that your hero doesn't create unnecessary conflict.

As a Seyugi dervish, you not only want to take Force powers and talents that augment your combat skill but also powers that reflect your decision to embrace the dark side of the Force. Dark side powers that augment combat prowess are the most likely to help realize your hero's training. Additionally, when considering prestige classes, you can choose either to focus more on the Force training your hero received (in which case you take the Force adept prestige class and focus on talents from the Dark Side Devotee talent tree), or to focus on your hero's assassin training (in which case you might consider the assassin prestige class from *Scum and Villainy*).

To reflect your skill in unarmed combat, the Martial Arts feats are a logical choice for your Seyugi dervish. Additionally, your Seyugi dervish might wish to take feats or talents that improve mobility, such as the Longstrider talent belonging to the scout.

SEYUGI DERVISH TALENT TREE

Seyugi Dervishes are masters of unarmed combat augmented by their control over the Force, and they traditionally hire themselves out as contract assassins. Their Force powers allow them to move unseen and to make devastating, lightning-quick assaults on their targets.

Seyugi Cyclone: If you are wielding no weapons (other than combat gloves or stun gauntlets), you can use the Whirlwind Attack feat as a standard action by spending a Force Point even if you do not posess the Whirlwind Attack feat. Additionally, this talent satisfies the prerequisites for the Whirlwind Attack feat.

Mobile Whirlwind: Whenever you use the Whirlwind Attack feat, you can move up to your speed after the attack is resolved.

Prerequisite: Seyugi Cyclone.

Repelling Whirlwind: You gain a +2 circumstance bonus to Reflex Defense against any target hit by your Whirlwind Attack until the start of your next turn.

Prerequisite: Seyugi Cyclone.

Sudden Storm: Instead of a normal melee attack at the end of the charge, you can spend a Force Point to make a Whirlwind Attack (as per the feat) at the end of a charge, provided you are not wielding any weapons (except combat gloves or stun gauntlets).

Prerequisite: Seyugi Cyclone.

Tempest Tossed: When you damage a target with a Whirlwind Attack, you can choose to move that target 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move the opponent into a solid object or another creature's fighting space. This forced movement does not provoke attacks of opportunity.

Prerequisite: Seyugi Cyclone.

Shapers of Kro Var

Some Force traditions view the Force as a form of magic or power that comes from deities. The Shapers of Kro Var represent one such group, channeling the Force into showy displays of power that are keyed to the four classic elements of nature—air, earth, fire, and water. Master Shapers can evoke huge windstorms, earthquakes, or bursts of flame to destroy their enemies. Although primitive and superstitious, the Shapers of Kro Var are dangerous opponents who wield the Force like a blunt weapon.

History

The Shapers of Kro Var hail from the planet of the same name, located deep within the Unknown Regions. Their originate at a point in history a thousand years before the Battle of Yavin, when a damaged cruiser filled with refugees from the battles that ravaged the planet Ruusan emerges from hyperspace at the wrong coordinates and crash lands on Kro Var. The survivors do their best to make the barely hospitable world their new home. The planet is covered with jagged rock deserts, churning seas, and vast windswept canyons. After several generations, the population breaks up into various clans and spread out to different parts of Kro Var. These clans spend most of their time fighting each other for rare and valuable resources, causing the general technological level of the planet to decline to barbaric levels.

Over time, various members of the populace begin to show signs of Force sensitivity. These Force-sensitive people are called "Shapers" because of their ability to shape the elements of the world. As the clans grow more warlike and aggressive, the Shapers of Kro Var become major players in the resulting conflicts, using the Force to command the elements.

When a Republic trading vessel arrives in the Kro Var system, it throws the planet's power structure into chaos. A Jedi contingent is deployed to help restore order, reintegrate the planet back into modern society, and investigate the reports of sorcerers and "battle wizards." The Shapers are very suspicious and hostile toward the Jedi, primarily based on distorted myths and legends from the war between the Jedi Order and the Sith a thousand years prior. Some Shapers and Jedi perish before peace is eventually restored to Kro Var. The Jedi eventually determine that the Shapers are not agents of the dark side, and the Jedi Order commits to periodically sending envoys back to the planet to monitor its progress and learn the techniques of the Shapers. Shapers and other natives of Kro Var are also afforded the chance to leave their planet and integrate back into galactic society, which many of them do.

Location

Shapers are still found on their home planet, but since their discovery by the Republic, they have spread throughout the galaxy in small numbers, in search of new knowledge and techniques to work into their own beliefs. Fearful of the Jedi and their "mind-altering ways," the Shapers have come into conflict with the Jedi Order on more than a few occasions. However, not all Shapers are quite so superstitious and actively seek out the Jedi to learn more about their interpretation of the Force. Shapers are bold, brash, and proud of their powers and are more than willing to use them when threatened or to intimidate or impress non-Shapers. They are also slowly overcoming their primitive status and distrust of technology.

Philosophy

The Shapers of Kro Var serve as battle shamans for their various clans. They are proud and aggressive, using their powers to terrify enemies as they blast them with elemental fury. Each Shaper specializes in a particular element, usually the one corresponding to his or her clan's territory. For example, the Shapers of the Ungoth Valley wield fire effects more often than not, due in part to their clan's affinity for the lava flows that surround their homes. However, Shapers can and do manifest different forms of elemental control—true masters can summon the power of all four, making them terrifying opponents. In addition to their Force powers, they are experts with clubs, spears, and swords—these, too, are perfectly good tools for dealing with enemies.

When a youngling is discovered to possess the Force, he is sent to study with one of the many Shaper cabals and is subjected to tests that determine which element is strongest within the pupil. Once this is determined, the student is then sent to the appropriate temple to begin their studies of the Force. Training is arduous and brutal, with Shapers learning both the ways to manifest the Force and the arts of war. Their warlike tendencies are further shaped by the elements they study. For example, if a Shaper is strong with air, he'll tend to be mobile on the battlefield, whereas a Shaper attuned to earth is likely to stand her ground.

Shapers are highly superstitious and suspicious of Force-users who use "invisible" powers, including telepathy, *Force thrust*, and the like. Although these attitudes are slowly changing, Shapers are more likely to challenge a Jedi to a duel than to engage in diplomacy. Jedi who study the Shapers have noticed that there are far fewer instances of "intangible" manifestations of a Shaper's power, mainly because on Kro Var, people who possess these kinds of powers are persecuted as warlocks and witches.

Membership: Any native of Kro Var can become a Shaper provided he or she has the Force Sensitivity feat. It's also possible for non-natives to become Shapers by studying under a Master Shaper who travels abroad.

Building a Shaper of Kro Var

When creating a Shaper of Kro Var, you have a great deal of freedom in determining the origin story of your hero. Not all Shapers are restricted to coming from the world of Kro Var, as encounters with the Republic have spread the Shapers throughout the galaxy. Your hero might have been trained on Kro Var, or your hero might have been trained by a displaced Shaper somewhere in recognized Republic space. If you choose to be from Kro Var itself, you can do almost anything you like with your hero's background. Information on Kro Var, much less the Unknown Regions, is spotty at best, and there is little in the way of continuity to restrict your character background.

Given that the Shapers focus their Force use on the manipulation of nature, you should consider describing your particular use of various powers and talents in terms of environmental effects. For example, if you use *Force slam* on a group of enemies, you can describe it as a mighty wind roaring from your back to pick them up and hurl them bodily through the air. Similarly, your description of the *Force disarm* power might involve the very roots of plants and trees reaching up to snatch the weapons out of your enemies' hands.

For your Shaper of Kro Var, you should consider talents and feats that reflect your ability to survive in harsh environments. The scout class is a natural choice for the Shaper, and both the Survivor and Fringer talent trees reflect the Shaper's background on Kro Var. Since several of your tradition's Force talents require the expenditure of a Force Point, you should consider Force Boon as one of your first feats, to maximize the use of your talents. Similarly, you might want to take the Force Harmony talent (see page 16) for one free use of those talents and the Force Point Recovery Force technique once you begin taking levels in the Force adept prestige class.

SHAPERS OF KRO VAR TALENT TREE

The Shapers of Kro Var are deeply in touch with the four classic elements of air, earth, fire, and water. They use the Force to manipulate these elements at a fundamental level, creating impressive effects, such as rippling stone, walls of solid wind, and gouts of flame. The talents listed here are a small fraction of the "spells" that these primitive Force-users are capable of using.

Combustion: You can spend a Force Point as a swift action to add 1d6 points of fire damage to any Force power that causes damage to a single target. A target that takes fire damage also catches on fire (see page 256 of the Saga Edition core rulebook).

Prerequisite: Force Training.

Earth Buckle: You can spend a Force Point as a swift action to create a 3×3 square area of difficult terrain centered on you. You ignore any penalties for moving on difficult terrain that you create using this talent.

A Shaper of Kro Var defends himself against the forces of the Separatists.



Fluidity: You use your Use the Force check modifier instead of your Acrobatics check modifier when making Acrobatics checks. If you are entitled to an Acrobatics check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations). Additionally, when you attempt a grapple or attempting to break free of a grapple, you can spend a Force Point to be treated as if you were one size category larger.

Thunderclap: When you use a Force power that deals damage, you can use the Bantha Rush feat against that target as though you had made a melee attack.

Prerequisite: Bantha Rush, Force Training.

Wind Vortex: You can spend a Force Point as a swift action to surround yourself with whirling winds. You gain concealment from all other targets and gain a +2 circumstance bonus to Reflex Defense against thrown weapons. This effect lasts until the end of the encounter.

Tyia

The practitioners of Tyia, a relatively peaceful sect of Force-users, have only been widely known in the galaxy since the rise of Palpatine's Galactic Empire. One of the few Force traditions to practice openly during the reign of the Empire, Tyia adepts spread their beliefs in the space lanes through peaceful discourse and meditation. Unlike many Force traditions, practitioners of Tyia rarely come into conflict with the Empire, prolonging their freedom from the Emperor's Jedi hunters.

History

The Revwien are a sentient plant species hailing from a distant planet beyond the Outer Rim. Revwia is temperate world with long rolling plains and an equatorial jungle belt. The Revwien revere the jungle belt as a holy site. Those Revwien who display talent with the Force are sent to the jungle to develop their abilities and study the Tyia. For much of the galaxy's history, Revwien Force-users studied the Tyia and developed a kind of religion around it, spreading the word of their beliefs to any who would believe it.

The masters on Revwia sensed the deaths of the Jedi from the nefarious Order 66. The discord caused by the deaths of so many Force-sensitive beings sent the masters into a panic. They gathered their best and brightest in a temple grown from the largest trees on the planet. The mission was laid out plainly. The students were to leave their homeworld and seek out the Jedi to help them in the wake of the Great Jedi Purge, to help return the galaxy to a state of harmony.

Location

The practitioners of Tyia can be found anywhere, from the Deep Core to the Outer Rim. They branched out from the Revwien homeworld in force during the days of the Galactic Empire, traveling the space lanes as passengers aboard tramp freighters, sharing their thoughts and wisdom with other beings that seem interested in or strongly connected to the Force. Practitioners of Tyia can be found anywhere in the galaxy that tramp freighters fly, but during the time of the Empire, they are more likely to be found in shadowports.

Philosophy

"Tyia" is the Revwien word for "breath." Tyia is the spark of life that all living creatures have. All creatures that breathe have some measure of power in the Tyia. As long as there is life in the galaxy, there will be Tyia. Students of the Tyia spend their time in the wilderness to experience how all life is connected. The prey eats the plant. The predator eats the prey. The predator dies and his remains feed the plant. All things reflect this cycle. Students of the Tyia learn to reach out through these connections and alter the world around them.

Things moving normally are referred to as "Harmony." Harmony is akin to the light side, and most students of the Tyia strive for Harmony. They mediate disputes, heal those not ready to die, and do what they can to keep peace in the galaxy. When the dark side intervenes, the Tyia falls into Discord. The Fall of the Republic was hastened by the Discord of Palpatine. Anakin Skywalker succumbed to his Discord because he could not be both a Jedi and husband to Padmé Amidala.

Conflict is part of life. Though students of the Tyia do not carry lightsabers, they know that predators hunt prey and war is a natural step in the evolution of the galaxy. While those who study the Tyia revere all life, they also battle those who would destroy it. They prefer to use Force abilities such as *Force thrust* and *Force slam* to knock down and immobilize opponents rather than pick up a blaster to do so. If there is no alternative, the Tyia would still rather stun and enemy than kill it. Killing, even in defense, is a quick path to Discord.

Those students who fall from the path of the Tyia are given no name. They are believed to have lost the right to call themselves anything because of their Discord. Revwien who fall to the dark side take on a shriveled cast. Their voices become whispers of fallen leaves. They long to break out of the endless cycle of the Tyia and often want to take as many others with them as possible. The fallen student of Tyia looks to destroy and disrupt. There are places on Revwia where the earth is black and nothing grows. These are the places where Harmony and Discord have battled. Discord never fully wins in the end, but it often extracts a great price when it loses.

Membership: Although practitioners of Tyia are usually Revwien, Force-sensitive members of other species can embrace the philosophies of the Tyia and become practitioners of this Force tradition as well.

Building a Tyia Adept

Since those who follow the way of Tyia tend toward pacifism, your Tyia adept is more likely to come from a species where pacifism is at least occasionally acceptable; for example, you will find very few Gamorrean or Trandoshan Tyia adepts in the galaxy. That is not to say that they do not exist, but if you choose to create a Tyia adept from a violent species, be prepared to answer why your hero would reject cultural norms and become an advocate for peace and tranquility. That being the case, Tyia adepts might be pacifists, but they are not always passive. A Tyia adept might be reluctant to fire a blaster or lash out with the *Force slam* power, but the adept will not stand by while their allies are harmed. Tyia adepts tend to take steps to blunt anger (and attacks) and diffuse conflict, and as such you might look toward abilities that let you accomplish these objectives readily. Species that grant bonuses when healing (such as the Selkath from the *Knights of the Old Republic Campaign Guide*), those skilled at neutralizing conflict (such as the Caamasi from *The Force Unleashed Campaign Guide*), or those with Wisdom score bonuses are likely to make good Tyia adepts.

A Tyia adept's Force abilities focus on healing, the reduction of damage to allies, and breaking up violent conflict. Tyia adepts prefer Force powers such as *vital transfer* for healing the wounds created by discord, as well as powers such as *sever Force* that do no direct harm but, instead, inflict penalties when the target attempts to attack. Tyia adepts are more likely to pursue talents that augment healing (such as Force Treatment from the Force adept prestige class) or that grant boons to their allies, such as the Force Perception and Foresight talents from the Sense talent tree. While you are less likely to choose damage-dealing powers when building your Tyia adept, you can certainly choose ones that intercede on your allies' behalf, such as the *inspire* power (see page 27).

Since a Tyia adept is trained to avoid violent entanglements and overcome enemies without resorting to brutality, the noble and scoundrel classes make good choices. For your Tyia adept, you might consider picking up a few noble talents that let you boost your allies (as opposed to harming your enemies), such as Bolster Ally or Inspire Confidence. Moreover, if you choose not to invest many of your talents in Force talents, you might go as far into the noble talents as to pick up Rally, which can help many of your allies get back on their feet. The scoundrel is also a good choice for your Tyia adept, as scoundrels have many indirect ways of wreaking havoc with the enemy's actions, such as the Disruptive and Walk the Line talents. Such talents allow you to participate in combat without necessarily having to make attack rolls.

TYIA ADEPT TALENT TREE

The masters of the Tyia seek our Harmony while eschewing Discord. A Tyia adept connects to the Force in search of unity, and attempts to align his body and his spirit with the galaxy.

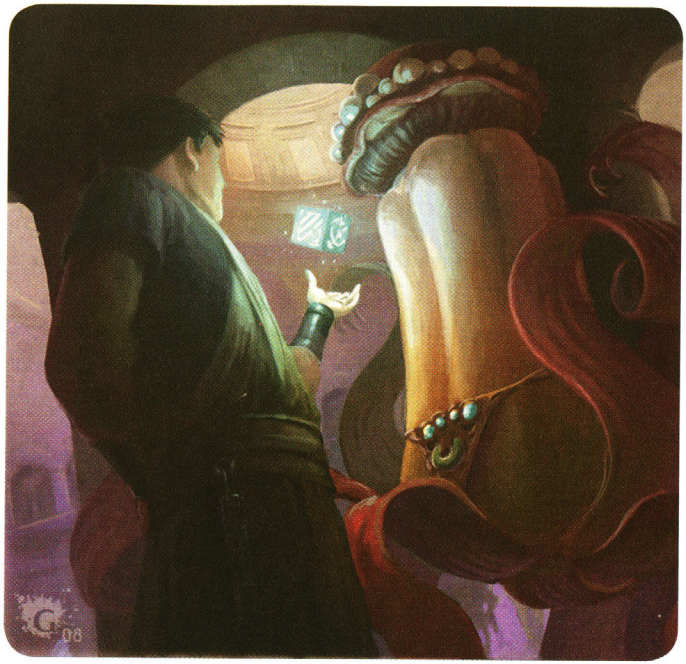
Cycle of Harmony: When an ally within 12 squares of you and in your line of sight takes damage or moves down the condition track by any means, you can designate a different ally within 12 squares of you and in your line of sight as a reaction. The ally you designate gains bonus hit points equal to 5 + your Charisma modifier (minimum +1). Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost.

Prerequisite: Tyia Adept.

Force Stabilize: You can designate an ally within 12 squares of you and in your line of sight once per turn as a swift action; that ally immediately takes its second wind if it has not yet done so in this encounter.

Prerequisite: Tyia Adept.

A HUMAN JEDI CONSULTS A REVWIEN TYIA ADEPT.



Repel Discord: Whenever you are targeted by a Force power with the *[dark side]* descriptor, you can spend a Force Point as a reaction to give the creature using that Force Power against you a penalty on its Use the Force check to activate the power equal to its Dark Side Score.

Stifle Conflict: You can choose to have any Force power you activate deal stun damage instead of normal damage.

Tyia Adept: As a swift action, you can spend a Force Point to designate one nondroid ally within 12 squares of you and in your line of sight. Until the end of your next turn, whenever you or the targeted ally takes damage from any source, you take half of the damage and your ally takes half of the damage. This halving of damage takes place before the damage is compared to your respective damage thresholds.

Wardens of the Sky

Attached to no planet, system, or sector, the Wardens of the Sky are a small group of Force-users who have made it their goal to keep the space lanes safe for travelers. They are found in spaceports and cantinas from the Deep Core to the Unknown Regions, walking silently among the travelers and acting as subtle guardians to protect those who cannot protect themselves. Scattered and with little in the way of organization, the Wardens of the Sky are almost a myth, the subject of stories told by spacers in seedy shadowports over a drink. They speak of chance encounters with guardians that slip away into the masses when their work is done.

History

Little is known about the Wardens of the Sky. Unlike the Jedi, the Wardens have no central organization, iconic uniform, or famous members. The story of the Wardens of the Sky begins thousands of years ago around the time of the outbreak of the Great Hyperspace War. In these ancient days, hyperspace explorers are still scouting the space lanes in search of new routes, and it is two such explorers (the Daragon siblings) who accidentally connect the Sith Empire to the Republic once more. War breaks out, drawing the entire galaxy into conflict.

As the Republic fends off the Sith invasion, many people blame the Hyperspace Navigators Guild for the conflict. In this time, the Jedi are scattered, and many Force-sensitive children slip through the cracks, growing to adulthood with only a rudimentary knowledge of the Force. One such overlooked child grows into a masterful pilot and hyperspace explorer who uses his knowledge of the Force to sense new routes, rather than rely on computers and astronavigation charts. When the Guild comes under fire, this Force-sensitive explorer uses his self-taught Force powers to patrol the space lanes, seeking out those who would make space travel unsafe for the average citizens of the galaxy.

In time, this navigator, who becomes the first Warden of the Sky, discovers other Force-sensitives. He trains them and creates the first generation of Wardens of the Sky, sending them out into the galaxy to protect those who cannot help themselves.

At least, that's the commonly held story. In truth, most spacers believe that the Wardens are a nice bit of fiction told in cantinas where pilots gather. The Wardens are few in number and hide among the denizens of spaceports and starship crews, rarely revealing their true nature.

Location

The Wardens of the Sky can be found almost anywhere in the galaxy. Most tend to move from place to place frequently, like vagabond watchmen. The Wardens do their best to appear as ordinary folk and prefer to act in subtle ways to protect others from harm. Wardens of the Sky make it their goal to protect space travelers of all kinds, even those that operate outside of the law. Additionally, each Warden interprets this core philosophy in their own way; one Warden might work as the pilot of a smuggling vessel, believing that the smugglers are defying tyrants of the space lanes, while another might choose to wage a silent war against pirates throughout an entire sector of space.

Philosophy

The basic goal of the Wardens is simple: use their knowledge of space and of the Force to make the space lanes safe. The Wardens of the Sky believe that it is their responsibility to oppose those who would prey upon space travelers, which might include everything from fighting against pirates to helping smugglers get past the sentries of an oppressive government. The Wardens believe that everyone has a right to travel safely between the stars, and that with their knowledge of the Force they have a responsibility to see that safe space travel becomes a reality.

The Wardens live a solitary lifestyle. Each Warden of the Sky operates individually, relying on his or her training and knowledge of Warden philosophy for guidance. There is no overarching council to rebuke the Wardens for their decisions, only their own deeply held beliefs. Wardens tend to have certain space lanes that they patrol, moving from one spaceport to another along a particular route, keeping vigilant for space travelers in need of help. Sometimes a Warden will come across another Force-sensitive being who might make an excellent addition to the Force tradition; in this case, the Warden is likely to approach the individual and offer to take them on as an apprentice. Once the apprentice's training is complete, the student becomes a Warden and seeks out his or her own corner of space to patrol. This is the only way in which the Wardens of the Sky increase their number.

Wardens of the Sky live subtle, secluded lives. They walk among the masses in spaceports and shadowports across the galaxy, never revealing their allegiance. When they act, they rarely do so in an overt way unless it is truly necessary. One of the reasons that the Wardens are able to avoid notice by the Empire and the Sith is that they make themselves specters that drift among the populace, appearing to be nothing more than ordinary denizens of the space lanes. Many Wardens take jobs as pilots and navigators on starships, allowing them to better patrol their section of the stars, while appearing as nothing more than typical crew members.

The Wardens of the Sky are also masters of unarmed combat. Given the dangers of firing blasters on starships, the Wardens have developed their own combat style that relies on a combination of Force prowess and martial arts. Additionally, this makes it much easier for the Wardens to do their job; they never have to worry about being disarmed, and they do not carry identifying weaponry that their opponents can search for. As drifters and silent sentinels, being able to fight with nothing more than one's own body is a major advantage.

Membership: Anyone from any species can become a Warden of the Sky. A candidate must have the Force Sensitivity feat, and he or she must be trained by another Warden of the Sky. Once the training is complete, the new Warden must rely on his or her own wits to survive; there is no organization, per se, that exists to support the Wardens in times of need.

Building a Warden of the Sky

As a tradition without ties to any particular location, the Wardens of the Sky make a good choice for any Force-using hero. Since they focus on protecting the space lanes, Wardens of the Sky tend to hail from worlds with spaceports. Very few Wardens of the Sky belong to species with the Primitive quality, as primitive worlds tend to be far removed from the space lanes. Otherwise, there are few limitations on the species and background choices for your Warden.

Since Wardens of the Sky focus their efforts on protecting the space lanes, many choose to take the Force Pilot talent from the Sense talent tree. Beyond that, Wardens try to blend into the background, so any Force abilities that enhance stealth are excellent choices. You certainly want to take at least a few combat-focused Force powers, and *battle strike* is an especially good power that works well in conjunction with your unarmed attacks. Talents that enhance the Warden's defenses can allow your hero to get into the thick of combat without having to worry about wearing heavy armor; after all, an armored hero is much more likely to attract attention than a drifter in a nondescript poncho.

The scoundrel and scout classes both offer Stealth as a class skill, making them ideal for slinking unnoticed around the spaceports of the galaxy. They also offer Pilot as a class skill if you choose not to take the Force Pilot talent, and both offer talents that make it easier to hide. Since the Warden of the Sky is a master of unarmed combat, the Martial Arts feats are appropriate, as are talents from the soldier class that focus on melee combat. Weapon Specialization, Devastating Attack, and many of the talents from the Brawler tree are exceptionally good for the unarmed combatant.

Warden of the Sky Talent Tree

Wardens of the Sky use a combination of martial arts and Force powers to help keep the space lanes safe. As a Warden of the Sky, you rely on nothing more than your own body to serve as a weapon against predators.

Brutal Unarmed Strike: Whenever you roll the damage for an unarmed attack, you reroll any dice that come up with a result of 1.

Prerequisite: Telekinetic Strike.

Martial Resurgence: You recover all spent Force powers, adding them to your Force suite again, whenever you roll a natural 20 on an unarmed attack.

Rebound Leap: Whenever you reduce an opponent to 0 hit points with an unarmed attack, you can make a Jump check as a free action, moving a distance as determined by the results of your Jump check. You can use the *surge* power as normal to enhance this Jump check, increasing the distance you move.

Simultaneous Strike: As a standard action, you can make two unarmed attacks, each against different targets.

Prerequisite: Base attack bonus +5.

Telekinetic Strike: Whenever you make a successful unarmed attack, you can add the result of a Force Point roll to the damage instead of the attack roll (see "Using Force Points" on page 93 of the Saga Edition core rulebook).

Telekinetic Throw: Whenever you successfully use the Throw feat, your opponent falls prone in any space you desire up to 3 squares beyond your reach.

Prerequisite: Throw feat.



A Warden of the Sky takes out a pair of stormtroopers.

Zeison Sha

Although many sects claim to have endured rough times throughout their history, none have as much truth to their claim as the Zeison Sha. However, they learned to adapt, becoming rugged and self-sufficient through their training and self-reliances. In addition, the Zeison Sha vehemently opposes the Jedi Order, viewing them as cold and indifferent to the population of the galaxy.

History

About two thousand years before the fall of the Galactic Republic, a group of families with ties to the Jedi Order flee from the war that rages on between the Jedi and the Sith to a forlorn world in the Outer Rim called Yanibar. Their plan is to set up a temporary refuge for the families to avoid being targeted by the Sith until the war ends, with the understanding that the Jedi would return them to their homes. Unfortunately, the Jedi who established the sanctuary are killed during the war. Knowledge of the colony is lost, and the families are left to fend for themselves.

Yanibar is, by many people's standards, uninhabitable. Due to extreme seasonal changes, most of the people left on the planet die within the first few years. The survivors adapt to the harsh environment and overcome it, learning to use the Force through their own methods in the process.

As time passes through generations, the original reason for coming to Yanibar is forgotten, and the survivors believe that the Jedi, their so-called protectors, abandoned them. They grow to despise the Jedi. The Force tradition known as Zeison Sha develops over this time, adopting a philosophy of self-reliance and rejecting the perceived ideals of the Jedi Order.

A few hundred years later, Yanibar is discovered again by fringe traders. After opening relations with these traders and learning about the galaxy



A Zeison Sha warrior

around them, the population of Yanibar grows, becoming an outpost between the Outer Rim and the Unknown Regions. The small outpost expands to become a highly populated city and starport in a matter of decades with a diverse mixture of races, including Humans, Duros, Twi'leks, and Rodians.

As travel to and from the planet increases, several members of the Zeison Sha venture forth to explore the galaxy and find the Jedi all too eager to wrest their Force-sensitive children from them and train them as Jedi. Outraged, the Zeison Sha return home only to reinforce their anti-Jedi beliefs.

Location

For the most part, Zeison Sha never stay in any one location for a long period of time, preferring to travel around the galaxy helping those in need whenever possible. From the last days of the Old Republic through the Dark Times and even into the early days of the New Republic, they struggle to avoid contact with the Jedi and Darth Vader's hunting squads. The Zeison Sha who live during the Yuuzhan Vong War, seeing the danger threatening the Jedi, silently cheer for the invaders' victory over the Jedi Order. But at the same time, they also wish that the Yuuzhan Vong do not find their homeworld and eventually leave the galaxy in peace.

Philosophy

The Zeison Sha concentrate their instruction on the ideals of independence and self-reliance as a direct result of the tribulations they endured after their supposed abandonment by the Jedi Order. Focusing their lessons on taking care of oneself and one's family, they teach not only self-sufficiency but also ways to use the Force to defend those under their care.

The Zeison Sha are masters of telekinetic powers. As a result, their training in these powers far surpasses the training the typical Jedi receives. The extent of their superior training becomes evident when they use their discblades, a unique weapon of their own design.

Although the Zeison Sha strive to help those in need, the tradition's emphasis on self-reliance has caused a few members to fall to the dark side of the Force. Being self-sufficient sometimes leads to selfishness, passionate independence from the Jedi can quickly change to bitterness and hatred, and their telekinetic skills are easy to use for attacks instead of defense. Those who follow this path become Dark Zeison Sha.

In the society in which the Zeison Sha live, a Force-sensitive child is trained by one or both of his parents. If neither parent is Force-sensitive, another member of the tradition with a bond of friendship to the family steps in to lead the training. The child trains at the Zeison Sha temple on Yanibar, otherwise known as the Sha Kalan, but continues to live at home with his parents to help the child grow in a normal family setting.

Much of the physical training involves mastering the use of the discblade, which serves not only as the chosen weapon of the Zeison Sha but also as a focus for their discipline and telekinetic ability. The discblade, being a unique weapon design, defines a Zeison Sha in much the same manner that the lightsaber defines a Jedi.

Membership: The Zeison Sha accept members from any species, provided they are Force-sensitive and have some connection to the tradition, either through the bonds of family or friendship.

Building a Zeison Sha

Since the Zeison Sha were founded by refugees with ties to the Jedi Order, it is no surprise that many Zeison Sha have abilities similar to those of the Jedi. Given that the colony on Yanibar was composed of many species, your Zeison Sha can be a member of nearly any species you want. The Zeison Sha favor thrown weapons, in particular the discblade, and their talents and Force powers usually reflect the tradition's telekinetic prowess. As such, you will want to choose not only Force powers with the *[telekinetic]* descriptor but also the talents from the Alter tree that enhance such powers.

Zeison Sha Warrior Talent Tree

Zeison Sha talented enough to become warriors focus their powers on manipulating the objects around them. They are also masters of their signature weapon: the discblade (see page 61).

Discblade Arc: As a full-round action, you can make an area attack with your discblade, striking three targets, all of which must be within point blank range for your discblade. This attack uses the area attack rules; you make one attack roll and apply the result to every target you designate.

Prerequisite: Proficiency with the discblade.

Distant Discblade Throw: When you use a discblade, you treat it as a pistol (instead of a thrown weapon) for the purpose of determining range.

Prerequisite: Proficiency with the discblade.

Recall Discblade: When you make a ranged attack with a discblade (or use the Discblade Arc talent above), after the attack is resolved you can make a DC 15 Use the Force check to call the weapon back to your hand as a free action.

Prerequisite: Proficiency with the discblade.

Telekinetic Vigilance: You can return the *intercept* Force power to your Force suite as a swift action without spending a Force Point.

Prerequisite: Intercept.

Weapon Specialization (discblade): You gain a +2 bonus on melee damage rolls with your discblade.

Prerequisite: Proficiency with the discblade, Weapon Focus (discblade).

Chapter V
Instructors & Alumni





Throughout history, the Jedi Order has worked hard to preserve life in all forms throughout the galaxy while expanding its knowledge of the Force. Although Jedi do not seek to place any great importance on a single person, some individuals are recognized by their peers as well as those in authority for furthering the cause of the Jedi and helping others become decent members of the Order. These individuals are the masters and teachers of the Jedi whose knowledge and wisdom have passed down through the generations and are revered for their contributions that have helped guide the Order in its mission to bring peace and order to the galaxy.

Instructors of the Force

The Jedi Order strives to preserve its ideals, doctrines, and knowledge to ensure the success and survival of the generations that follow. For that reason alone, the Jedi revere those who have dedicated their lives to teaching the ways of the Force to those who follow them. This reverence extends to members who train Padawans to become Jedi Knights and even Jedi Masters, as well as those who are fixtures in Jedi temples or academies, instructing younger pupils within a classroom setting. Both services are equally important and vital to the survival of the Order. Within this group of Jedi instructors, a few have set themselves apart from the rest with their own studies and insights into the nature of the Force and become immortalized for the precedents they've set, the wisdom they've expounded, and foundation they've laid.

Teaching through Example

Not all Jedi are gifted instructors. A few become sources of inspiration within the Jedi Order for their deeds and accomplishments outside of the training arena. Becoming the example by which all others are judged is almost certainly not the intention of those few Jedi Knights and Jedi Masters who become exemplars of the Order through their actions abroad. Many of these paragons simply follow the will of the Force and adhere to the teachings of their old Masters, ignorant of the legendary status thrust upon them. The simple act of serving the Order and helping those in need inspires future generations of Jedi to pursue their own destinies and make the galaxy a better place for all.

Anoon Bondara

Anoon Bondara **CL 16**
Medium Twi'lek Jedi 7/Jedi Knight 6/Jedi Master 3
Destiny 2; **Force** 9
Init +10; **Senses** Improved Sense Surroundings, low-light vision, Use the Force +14
Languages Basic, Huttese, Lekku, Ryl

Defenses Ref 33 (flat-footed 29, Lightsaber Defense 35), Fort 33, Will 31; Deflect
hp 119; **Threshold** 33
Immune fear effects

Speed 6 squares
Melee unarmed +18 (1d8+9) or
Melee lightsaber +20 (2d8+9) or
Melee lightsaber +15/+15 (2d8+9) with Double Attack
Ranged by weapon +18
Base Atk +16; **Grp** +17
Atk Options Double Attack, Juyo
Special Actions Acrobatic Recovery, Combat Reflexes, Force Fortification, Lightsaber Defense, Redirect Shot, serenity
Force Powers Known (Use the Force +14): *battle strike, Force thrust, mind trick, move object, rebuke, surge*
Force Secrets Force Point Recovery, Improved Force Trance, Improved Sense Surroundings
Force Techniques Multitarget Power, Quicken Power

Abilities Str 13, Dex 15, Con 14, Int 13, Wis 14, Cha 13
Talents Acrobatic Recovery, Deflect, Force Fortification, Force Perception, Greater Weapon Focus (lightsabers), Juyo, Lightsaber Defense (2), Redirect Shot
Feats Combat Reflexes, Double Attack, Dual Weapon Proficiency I, Dual Weapon Proficiency II, Force Sensitive, Force Training (2) , Martial Arts I, Martial Arts II, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Knowledge (galactic lore) +14, Use the Force +14
Possessions lightsaber (self-built), Jedi robes

Renowned for his skill with the lightsaber, Jedi Master Anoon Bondara is regarded by many of his peers and all of his apprentices as a role model whose combat prowess is unmatched in the Jedi Order. Bondara would disagree with this assessment. During his tenure at the Jedi Temple on Coruscant, he spars with superior lightsaber duelists such as Qui-Gon Jinn and even Mace Windu. Although he humbles himself when compared to their skills, Bondara's prowess is nonetheless considerable. Throughout his career, he strives to pass his knowledge and skill along to his students. Through all of this, he emphasizes one particular lesson: Rely on the Force in all things. He espouses the philosophy that a Jedi has nothing to fear in combat as long as he allows the Force to guide him.

Master Bondara specifically selects Padawans who demonstrate a willingness to learn and great enthusiasm as well. His selection method proves to be highly successful, with his first three apprentices moving on to be renowned Jedi Knights in their own right. His fourth apprentice, Darsha Assant, shows great promise as well.

Taking his pupils all over the galaxy, Bondara exposes them to various experiences to give them a broader insight than they would have staying on Coruscant. However, he hesitates to venture into Hutt Space. Being a Twi'lek, he expresses disappointment at the fact that too many of his people are willing slaves of the Hutts, including members of his own clan. That said, he never lets his feelings interfere with his actions, even when dealing directly with the Hutts.

Anoon Bondara Encounters

Anoon Bondara can be found almost anywhere in the galaxy before the Battle of Naboo. Since he spends much of his time traveling with his apprentice, he can be particularly helpful in relaying information to the campaign's heroes or even helping them reach a particularly difficult destination. If the situation is particularly dire, he might even be able to lend a hand for a short while.



ANOON BONDARA

ARCA JETH

Arca Jeth **CL 15**
Medium Arkanian Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 2; **Force** 6, Strong in the Force
Init +8; **Senses** darkvision, Perception +15
Languages Arkanian, Basic, High Galactic

Defenses Ref 30 (flat-footed 29), Fort 31, Will 32; Block, Deflect
hp 137; **Threshold** 31
Immune fear effect

Speed 6 squares
Melee lightsaber +18 (2d8+8)
Melee lightsaber +16 (3d8+8) with Rapid Strike
Ranged by weapon +16
Base Atk +15; **Grp** +16
Atk Options Melee Defense, Rapid Strike, Whirlwind Attack
Special Actions Adept Negotiator, flash of genius, serenity, Share Force Technique (Improved Move Light Object), Telekinetic Savant, Transfer Power
Force Powers Known (Use the Force +20): *battle strike*, *Force slam*, *inspire*, *move object*, *rebuke* (2), *surge*, *vital transfer*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Move Light Object

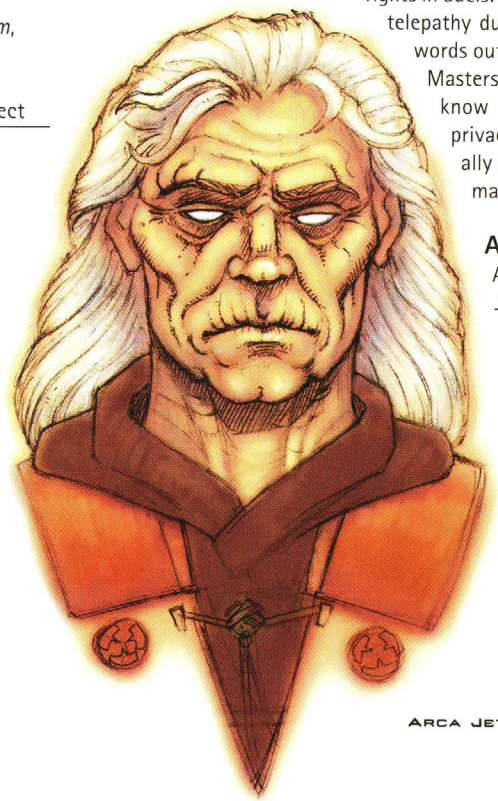
Abilities Str 12, Dex 13, Con 15, Int 13, Wis 16, Cha 16
Special Qualities fearless, flash of genius (see below), intellectual reputation, serenity
Talents Adept Negotiator, Block, Deflect, Disciplined Strike, Force Persuasion, Redirect Shot, Share Force Technique (Improved Move Light Object), Telekinetic Savant, Transfer Power
Feats Force Sensitivity, Force Training (2), Improved Defenses, Melee Defense, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Knowledge (galactic lore) +13, Perception +15, Persuasion +20, Use the Force +20
Possessions lightsaber (self-built), Jedi robes, comlink

Flash of Genius—Once per encounter, Arca Jeth can add a +5 circumstance bonus to the result of one Knowledge, Mechanics, or Use Computer check.

The incredible combat abilities of the Jedi are well documented, but Arca Jeth is arguably the first Jedi to use the Force in battle on a large scale. Jeth first uses his mastery of the Force to defeat the Nelori Marauders in the Hyabb-Twith Corridor. He concentrates on an image of victory and gives himself over to the Force. Soon enough, the battle is won, and Master Jeth contemplates the new ability he's discovered. Arca Jeth was the first to call this ability Battle Meditation.

Master Arca is sent to Onderon because of his success. His ability helps to settle the Beast Wars on the planet as well as help his fellow Jedi defeat the Freedon Nadd Uprising. His mastery of the ability grows with each use, but he is not foolish enough to think himself invincible. Much as lightsaber combat has evolved over the centuries, Arca Jeth knows there will be others who will build upon his knowledge, someday bringing together entire fleets as one. He understands that he will be defeated one day and he knows the folly of looking into the future to see his own destiny. Better Jedi than he had tried, and all of them met with unfortunate ends.

Master Jeth is humble in victory and introspective in defeat. He is a master strategist who is well versed in lightsaber combat, though he rarely fights in duels. He communicates mainly through telepathy during battle and is a man of few words outside the combat zone. Other Jedi Masters respect him, but very few truly know him. His Padawans respect his privacy and point out that he generally only speaks when a Padawan has made a mistake.



ARCA JETH

Arca Jeth Encounters

Arca Jeth can be found wherever Jedi diplomacy has failed. He is a cool customer on the battlefield, whether he's leading a group of Jedi Knights or a battalion of soldiers. Master Jeth maintains his calm even as explosions rock around him. Jedi heroes could be assigned to be his honor guard.

Cay Qel-Droma

Cay Qel-Droma **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Force 4
Init +11; **Senses** Perception +10
Languages Arkanian, Basic, Binary (understand only), Ryl

Defenses Ref 23 (flat-footed 21), Fort 23, Will 22
hp 92; **Threshold** 23

Speed 6 squares
Melee lightsaber +13 (2d8+6)
Melee lightsaber +11 (3d8+6) with Rapid Strike
Ranged by weapon +11
Base Atk +9; **Grp** +11
Atk Options Acrobatic Strike, Rapid Strike, Running Attack
Force Powers Known (Use the Force +15): *battle strike, mind trick, move object, rebuke*
Force Techniques Force Point Recovery

Abilities Str 11, Dex 14, Con 14, Int 17, Wis 12, Cha 14
Talents Ataru, Block, Deflect, Elusive Target, Redirect Shot
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Rapid Strike, Running Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +11, Initiative +11, Mechanics +12, Perception +10, Pilot +11, Use the Force +15
Possessions lightsaber (self-built), cybernetic arm, Jedi robes

Cay Qel-Droma and his brother Ulic Qel-Droma were born to Lien-Tsai Qel-Droma, a Jedi Master on Alderaan. Concerned that she would be unable to separate her duties as a mother from her duties as a Jedi Master, she sends her boys to Master Arca Jeth to train together. Lien-Tsai worries that the brothers' emotional attachment to each other might be detrimental to their training, but Master Arca sees strength where Lien-Tsai sees weakness. The boys' strength in the Force grows as their connection deepens. Cay is the more light-hearted brother, always armed with a ready joke or funny story, whereas Ulic focuses on his training and is easily frustrated when things don't go his way.

Cay's easy-going nature makes him many friends among Master Jeth's other students, and over time he develops an interest in droids and cybernetics. He finds a sense of peace surrounded by the whirring and clicking of the droids in his workshop. Master Jeth sends for the Qel-Droma brothers and their close friend Tott Doneeta when he is named Jedi Watchman of Onderon, a world in the grip of the dark side. While the Jedi manage to depose the corrupt leadership, Cay is terribly wounded in a battle with the palace guards and loses his arm. Cay decides to install a droid arm as a replacement rather than wait for the medics to tend to him.

Cay Qel-Droma Encounters

Cay Qel-Droma is one of the first Jedi to use a cybernetic arm. It affects his Force-using ability slightly but also augments his strength. Despite his injury, he leaps into battle with abandon and enjoys a good fight. PCs might find themselves fighting alongside Cay or, more likely, helping Cay out of a jam. If the PCs succeed in helping him, he tries to reciprocate the next time the PCs are in trouble.



CAY QEL-DROMA

Cilghal

Cilghal **CL 13**
Medium Mon Calamari noble 1/Jedi 7/Jedi Knight 4/Jedi Master 1
Destiny 2; **Force** 4
Init +7; **Senses** low-light vision, Perception +13
Languages Basic, Ithorese, Kel Dor, Mon Calamarian, Quarren, Rodese, Zabrak

Defenses Ref 27 (flat-footed 26), Fort 27, Will 29
hp 112; **Threshold** 27
Immune fear effects

Speed 6 squares, swim 4 squares
Melee lightsaber +13 (2d8+5)
Ranged by weapon +13
Base Atk +12; **Grp** +11
Special Actions Adept Negotiator, Battle Meditation, Equilibrium, Force Recovery, serenity
Force Powers Known (Use the Force +17): *Force stun*, *mind trick*, *rebuke*, *sever Force*, *surge*, *vital transfer* (3)
Force Techniques Force Power Mastery (*vital transfer*), Improved Force Trance

Abilities Str 9, Dex 13, Con 12, Int 15, Wis 16, Cha 12
Special Qualities breathe underwater, expert swimmer, fearless, low-light vision, serenity
Talents Adept Negotiator, Battle Meditation, Block, Equilibrium, Force Perception, Force Recovery, Lightsaber Defense, Skilled Advisor
Feats Cybernetic Surgery, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Perception, Treat Injury, Use the Force), Surgical Expertise, Weapon Finesse (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +12, Knowledge (galactic lore) +13, Knowledge (life sciences) +13, Perception +19, Persuasion +13, Treat Injury +19, Use Computer +12, Use the Force +17
Possessions lightsaber (self-built), Jedi robes, utility belt with medpac, medkit, surgery kit

The niece of the famed General Ackbar, Cilghal becomes one of Luke Skywalker's first students in his fledgling New Jedi Order. Starting out as a simple ambassador, Cilghal discovers her talent for healing while training on Yavin 4. She proves instrumental in saving the life of New Republic Chief-of-State Mon Mothma, who is possessed by the dark side spirit of Exar Kun. Upon graduation from the Jedi Academy, Cilghal follows in her uncle's footsteps and drifts into politics, becoming the Mon Calamari Senator for the New Republic. Years later, she returns to the academy and resumes her duties as a Jedi Knight, becoming an instructor and taking on a Chadra-Fan apprentice named Tekli.

With the Yuuzhan Vong sweep through the galaxy, Cilghal's skills as a healer are in great demand. She eventually becomes the obstetrician and midwife to Mara Jade Skywalker and a loyal friend to that family, in addition to being a dedicated Jedi Master.

Cilghal has a noble and gentle spirit. Although trained in the lightsaber and more than willing to use it in defense of the injured and helpless, Cilghal prefers using her skills as a diplomat and healer to serve the will of the Force. Her combination of medical knowledge and Force powers means that there are few ailments or injuries that she cannot cure.

Cilghal Encounters

Depending on the time period, Cilghal is commonly found at the Jedi Academy on Yavin 4 or in the New Republic Senate. She travels extensively with both Luke and Mara Jade Skywalker and could either be encountered alongside them or performing some mission on their behalf. If one of the heroes becomes poisoned or contracts a supposedly incurable disease, they might seek out Cilghal, based on her reputation as an amazing healer.



CILGHAL

Corran Horn

Corran Horn **CL 13**
Medium Human soldier 3/scoundrel 2/Jedi 3/ace pilot 3/Jedi Knight 2
Force 5
Init +9; **Senses** Perception +14
Languages Basic

Defenses Ref 30 (flat-footed 27), Fort 26, Will 28; Deflect, Vehicular Combat
hp 95; **Threshold** 26

Speed 6 squares
Melee lightsaber +16 (2d8+7)
Ranged heavy blaster pistol +14 (3d8+6)
Base Atk +11; **Grp** +14
Atk Options Expert Gunner, Quick Trigger, Point Blank Shot
Special Actions Draw Fire, Indomitable, Influence Savant
Force Powers Known (Use the Force +18): *battle strike* (2), *mind trick* (2), *negate energy*, *rebuke* (2), *surge*
Force Techniques Force Point Recovery

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 16, Cha 14
Talents Deflect, Draw Fire, Expert Gunner, Fringe Savant, Indomitable, Influence Savant, Quick Trigger, Redirect Shot
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Point Blank Shot, Skill Focus (Pilot), Skill Focus (Use the Force), Skill Training (Persuasion), Skill Training (Use the Force), Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Mechanics +11, Perception +14, Persuasion +13, Pilot +19, Use Computer +11, Use the Force +18
Possessions dual-phase lightsaber (self-built), Jedi robes, comlink

The CorSec uniform seemed like a natural fit for Corran. As a CorSec officer, he develops a sense of justice by protecting Corellians. Unfortunately, some of the biggest threats he must overcome are the very officials who had sworn an oath to uphold the law. Corran finds corruption in the halls of power at every turn, leading to with a conflict with Kirtan Loor, the Imperial liaison to CorSec. Corran reluctantly flees his home after Loor's interference becomes too much to bear.

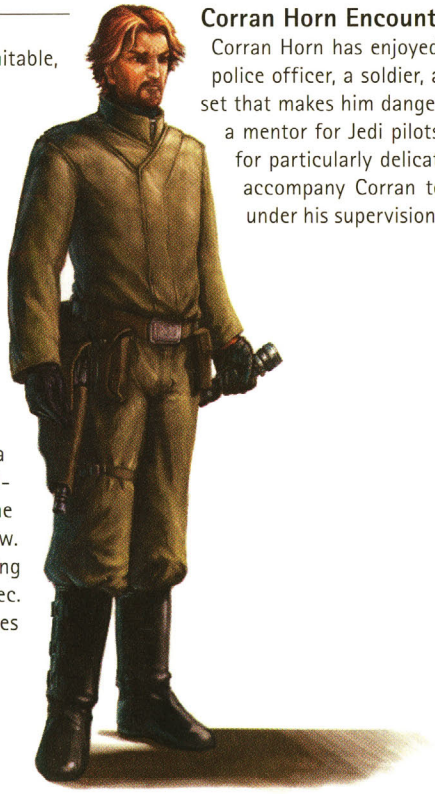
Rogue Squadron offers Corran a new home, which he accepts. He learns during his time as a pilot that one man can truly make a difference. Rogue Squadron becomes key to securing the New Republic's stability after the Battle of Endor. While General Wedge Antilles is often credited with Rogue Squadron's success, Wedge will be the first one to admit that success could not be achieved without individuals such as Corran Horn. Corran spends a lot of time in and out of his X-wing and even meets the love of his life and eventual wife, Mirax Terrik—the daughter of his father's greatest rival.

Mirax leads Corran to discover hidden secrets about himself. Her disappearance puts Corran on her trail and the trail of his own childhood, enabling him to discover his hidden Jedi heritage. Corran learns that he is part of the famous Halcyon Jedi bloodline—a secret maintained by his father to protect the family from Palpatine's purge of the Jedi. Horn puts his newly discovered Jedi abilities to the test, destroying the Invid pirate gang and rescuing his wife in the process.

At this point in history, with the galaxy at peace nearly 20 years after the destruction of the first Death Star, Corran returns to the Jedi Praxeum to teach others—including his own children—the ways of the Force.

Corran Horn Encounters

Corran Horn has enjoyed a broad range of careers. He has been a police officer, a soldier, a spy, and a Jedi, giving him a diverse skill set that makes him dangerous on many battlefields. He can serve as a mentor for Jedi pilots, a contact for information, or an advisor for particularly delicate missions. The PCs might be assigned to accompany Corran to troubled worlds and complete missions under his supervision to help stabilize the situation.



Corran Horn

Dace Diath

Dace Diath **CL 8**
Medium Human Jedi 7/Jedi Knight 1
Force 4
Init +16; **Senses** Perception +11
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 21, Will 22; Block, Deflect, Vehicular Combat
hp 75; **Threshold** 21

Speed 6 squares
Melee lightsabers +13 (2d8+8)
Ranged by weapon +9
Base Atk +8; **Grp** +10
Atk Options Acrobatic Strike, Rapid Shot
Force Powers Known (Use the Force +16): *battle strike*, *Force light*, *Force slam*, *move object*, *rebuke*, *surge*

Abilities Str 14, Dex 13, Con 13, Int 11, Wis 14, Cha 14
Talents Deflect, Force Intuition, Greater Weapon Focus (lightsabers), Force Pilot, Redirect Shot
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Rapid Shot, Skill Focus (Use the Force), Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Initiative +16, Perception +11, Pilot +16, Use the Force +16
Possessions lightsaber (self-built), Jedi robes

Growing up in the Jutland Wastes on Tatooine, Dace Diath is the product of an unusual upbringing. He is not only a son, but he is also his father's Padawan. This leads to a closeness few share with their Master but also has its problems. Dace is often wracked with self-doubt over his abilities. He often wonders whether he'll be a good enough Jedi to make his father proud. Fortunately, he finds the strength to overcome these fears.

Piloting is Dace's true passion. He falls in with some Republic pilots during his first assignment and easily bridges the gap between the Jedi and Republic personnel. After volunteering for a number of starfighter missions, Dace earns the respect of his peers for his skill in battle. Some of the missions are so dangerous that Dace is the only pilot to make it back.

His abilities and training prove useful on Onderon during the Freedon Nadd Uprising. He fights shoulder-to-shoulder with Nomi Sunrider, Cay and Ulic Qel-Droma, and other great Jedi and is comfortable sharing the glory of victory. What matters to him is that order is restored and the dark side defeated once again. His friendships with the Jedi on Onderon give his father some relief, as strong connections to other people make resisting the dark side easier.

Dace is a quiet, contemplative man. The easiest way to get him to engage in conversation is to talk about ships and piloting. These are subjects he is more comfortable discussing. Most Jedi find a quiet room to meditate. Dace's notion of "meditating" is to go to the hangar bay and take apart a hyperdrive motivator. His best thoughts came to him while under an engine and trying to get it to fire up.

Dace Diath Encounters

Dace shows that while the Force is an important facet in every Jedi's life, it is not the only thing. Most of his feats are devoted to vehicular combat, and he is well on his way to becoming an ace pilot. His Jedi talents make him a valuable ally on the ground as well. With his love of piloting, he makes a great NPC for games that want the excitement of starship battles without worrying about leaving one of the PCs back to guard the ship. He'll make sure the bad guys don't mess with the PCs' vessel during a mission and can act as the cavalry should the PCs get over their heads planetside.



Dace Diath

Grand Master Luke Skywalker

Grand Master Luke Skywalker **CL 20**
Medium Human scout 1/Jedi 7/ace pilot 2/Jedi Knight 5/Jedi Master 5
Destiny* 3; **Force** 7, Strong in the Force; **Dark Side** 3
Init +18; **Senses** Perception +18
Languages Basic, Huttese, Shyriiwook (understand only)

Defenses Ref 36 (flat-footed 33), Fort 35, Will 36; Block, Deflect, Vehicular Combat
hp 167; **Threshold** 36
Immune fear effects

Speed 6 squares
Melee lightsaber +25 (2d8+15) or
Melee lightsaber +20/+20 (2d8+15) with Double Attack or
Melee shoto +25 (2d6+15)
Ranged by weapon +21
Base Atk +18; **Grp** +21
Atk Options Djem So, Double Attack (lightsabers), Melee Defense, Severing Strike
Special Actions Redirect Shot, Shake It Off
Force Powers Known (Use the Force +29): *battle strike*, *farseeing*, *fluid riposte*, *Force disarm*, *Force grip*, *Force slam*, *inspire*, *mind trick*, *move object*, *rebuke* (2), *surge*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 17, Con 14, Int 14, Wis 16, Cha 18
Special Qualities fearless, serenity, vehicle dodge +1
Talents Ataru, Block, Deflect, Djem So, Elusive Dogfighter, Evasion, Force Pilot, Immerse Another, Redirect Shot, Severing Strike, Weapon Specialization (lightsabers), White Current Adept
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3). Melee Defense, Shake It Off, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +17, Initiative +18, Knowledge (galactic lore) +17, Mechanics +17, Perception +18, Pilot +29, Ride +18, Stealth +29, Survival +18, Use the Force +29
Possessions lightsaber (self-built), shoto (self-built), Jedi robes, comlink

** Luke Skywalker is considered to have fulfilled both the Education and Redemption destinies (see page 114 of the Saga Edition core rulebook).*

In most epic sagas, the destruction of the Galactic Empire would be the end of the story. For Grand Master Luke Skywalker, it is just the beginning. Many threats align against the New Republic. The first involves an attempt by Grand Admiral Thrawn to sow discord among the newly reformed Galactic Senate. Skywalker is faced with two threats related to Thrawn. One is a mad clone of the old Jedi Master Jorus C'Baoth. The clone "Joruus" tempts Skywalker toward the dark side but is defeated. The other threat is Mara Jade, an assassin with her sights set on Luke Skywalker.

Luke faces an even greater challenge in the form of the reawakened clone of Emperor Palpatine. This clone organizes an assault on the New Republic and pushes the former Rebel Alliance to the breaking point. The Emperor's clone succeeds where Palpatine failed and turns Skywalker to the dark side for a brief time. However, the intervention of his sister, Leia Organa-Solo, brings Luke back from the darkness, whereupon he defeats Palpatine's clone.

As Luke sets about rebuilding the Jedi Order, a new threat appears from beyond the galaxy. The Yuuzhan Vong arrive, and their immunity to the Force makes them a great threat to the Jedi.

Luke reluctantly takes the title of Grand Master, but to everyone he meets, from the most respected senator to the lowliest droid, he is still simply "Luke." Luke hopes for a lasting peace but is ever vigilant. Whatever the next crisis might be, Luke plans to be at the forefront, ready to use his abilities to protect the galaxy once again.

Grand Master Skywalker Encounters

This is Luke Skywalker at the height of his powers. Although he is the most powerful Jedi in the galaxy after the Yuuzhan Vong invasion, the battles with the Yuuzhan Vong humble him. Heroes meeting Grand Master Skywalker should be awed by his power but impressed by his humility. Deep down, he is still that wide-eyed Tatooine farm boy, but he is fast on his way to becoming a legend.



Grand Master Luke Skywalker

Kieran Halcyon

Kieran Halcyon **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 3, Strong in the Force
Init +10; **Senses** Perception +10
Languages Basic, Huttese, Rodese

Defenses Ref 22 (flat-footed 21, Lightsaber Defense 23), Fort 22, Will 22; Deflect
hp 90; **Threshold** 22

Speed 6 squares
Melee dual-phase lightsaber +11 (2d8+10) or
Melee dual-phase lightsaber +6/+6 (2d8+10) with Double Attack
Ranged by weapon +10
Reach 1 square (2 squares with extended dual-phase lightsaber)
Base Atk +9; **Grp** +10
Atk Options Double Attack
Special Actions Combat Reflexes, Equilibrium, Redirect Shot
Force Powers Known (Use the Force +16): *mind trick* (2), *negate energy*, *surge*
Force Techniques Force Power Mastery (*surge*)

Abilities Str 12, Dex 13, Con 12, Int 14, Wis 13, Cha 14
Talents Deflect, Equilibrium, Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitive, Force Training (2), Skill Focus (Use the Force), Skill Training (Persuasion), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (galactic lore) +11, Perception +10, Persuasion +11, Pilot +10, Use the Force +16
Possessions dual-phase lightsaber (see page 51), Jedi robes, utility belt

Kieran Halcyon is the ancestor of several notable Jedi, including Nejaa Halcyon and Corran Horn. His greatest adventures take place on Corellia, where he helps unravel a terrorist sect known as the Afarathu and thwarts its attempts to rid the Corellian government of its Human dominance.

Kieran comes from a long line of Force-users and Jedi, each of whom possessed an unusual trait: They are unable to use telekinetic Force powers. However, most Force-sensitive members of the Halcyon line, including Kieran, make up for this flaw by having additional talents in some other aspect of the Force. Kieran is also famed for creating a dual-phase lightsaber with a blade that could extend from 1.3 meters to 3 meters with the flick of a switch. He perfected his own fighting style to take advantage of this unusual silver-bladed lightsaber.

The Halcyon Bloodline

The Halcyon bloodline illustrates one of the unique ways that the Force can manifest itself within a family. Members of the Halcyon bloodline have great difficulty manifesting telekinetic Force powers.

Characters of this bloodline should rarely choose Force powers with the *[telekinetic]* descriptor, or talents that enhance such powers. To make up for this deficiency, members of the Halcyon bloodline gravitate toward Force powers with the *[mind-affecting]* descriptor and talents that create illusions.

Kieran Halcyon Encounters

Kieran is most commonly encountered on Corellia, dealing with numerous problems there, or on Yavin 4, where he is briefly a student under Luke Skywalker. Heroes are most likely to encounter Kieran while he's on a mission for Master Skywalker or while he's stirring up trouble on Corellia. If the heroes are unlucky enough to get into a fight with Kieran, they'll have to contend with his dual-phase lightsaber as well.



Kieran Halcyon

Kyle Katarn

Kyle Katarn, Jedi Battlemaster **CL 14**
Medium Human soldier 3/scoundrel 3/Jedi 5/Jedi Knight 3
Destiny 1; **Force** 6
Init +15; **Senses** Perception +9
Languages Basic

Defenses Ref 29 (flat-footed 26), Fort 30, Will 28
hp 151; **Threshold** 30

Speed 6 squares
Melee lightsaber +18 (2d8+9) or
Melee lightsaber +16 (3d8+9) with Rapid Strike or
Melee lightsaber +15/+15 (2d8+9) with Double Attack or
Melee lightsaber +13/+13 (3d8+9) with Double Attack and Rapid Strike
Ranged heavy blaster pistol +16 (3d8+7)
Base Atk +13; **Grp** +16
Atk Options Dastardly Strike, Devastating Attack (lightsabers), Double Attack, Hyperdriven, Melee Smash, Point Blank Shot, Rapid Strike, Running Attack
Force Powers Known (Use the Force +18): *battle strike, mind trick, move object, rebuke, saber swarm, surge*
Force Techniques Force Point Recovery

Abilities Str 15, Dex 17, Con 18, Int 11, Wis 14, Cha 13
Talents Ataru, Block, Dastardly Strike, Deflect, Devastating Attack (lightsabers), Hyperdriven, Melee Smash, Multiattack Proficiency (lightsabers), Redirect Shot
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (2), Point Blank Shot, Rapid Strike, Running Attack, Skill Focus (Use the Force), Skill Training (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Mechanics +12, Pilot +15, Use Computer +12, Use the Force +18
Possessions lightsaber (self-built), heavy blaster pistol, Jedi robes, comlink

Kyle Katarn's origin has interesting parallels to another famous Jedi: Luke Skywalker. Katarn is born on a farm planet but has dreams of attending the Imperial Academy. He also has untapped potential in the Force. Kyle discovers his Force potential much later in life, long after becoming a disillusioned gun-for-hire. His involvement with the destruction of the Dark Trooper Initiative brings him to the attention of the Rebel Alliance, but his discovery of the legendary Valley of the Jedi is what brings him to the attention of Luke Skywalker. Katarn eventually agrees to be taught by Skywalker and goes on to be an instructor at the Jedi Academy.

Kyle Katarn brings a different perspective on the Force, one that occasionally conflicts with the teachings of Master Skywalker. While Skywalker mastered the force through empathy and feeling, Katarn did so through discipline and will. Skywalker appreciates the difference and Katarn's counsel in matters affecting the Academy. While Luke's journey gives him much wisdom, Kyle's pragmatism and plain speaking offer Luke an alternate viewpoint to consider.

Kyle's life on the fringe puts him in the middle of villains of all stripes. His connections and knowledge of the underbelly of the galaxy serves Skywalker and the Republic well. As the old saying goes, the womp rats only sing when the hull is breached, and Katarn uses his seedy connections to help the Republic anticipate the Imperial Remnant's next move. Kyle relishes missions that send him back to the trenches, and he often takes a student or two along to give them a feeling for life outside the safe confines of the Academy. The classroom is one thing, but practical application of the Force is worth the advice of a hundred holocrons.

Katarn holds the rank of Battlemaster at the Jedi Academy on Yavin 4, a title he accepts humbly. He studies many forms of lightsaber combat, but rather than shift from one form to another, he takes elements from each and integrates them into his own style.

Kyle Katarn Encounters

Kyle is an excellent character to show PCs the dirtier side of the *Star Wars* universe. He also works as a bridge for those characters already part of the underbelly looking to make connections with the Rebel Alliance or the Jedi. Of course, he also knows the importance of a favor, and getting an introduction to Luke Skywalker might mean that the heroes have to do something for Kyle first.



KYLE KATARN

Mara Jade Skywalker

Mara Jade Skywalker **CL 17**
Medium Human soldier 7/Force adept 5/Jedi Knight 3/Jedi Master 2
Destiny 2; **Force** 4
Init +17; **Senses** Perception +16
Languages Basic

Defenses Ref 34 (flat-footed 30), Fort 32, Will 34
hp 160; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee lightsaber +22 (2d8+16) or
Melee lightsaber +17 (2d8+16) with Double Attack or
Ranged heavy blaster pistol +22 (3d6+10)
Base Atk +17; **Grp** +18
Atk Options Double Attack
Special Actions Attune Weapon, Empower Weapon
Force Powers Known (Use the Force +17): *battle strike* (2), *Force thrust* (2), *mind trick*, *move object* (2), *surge*
Force Secrets Devastating Power
Force Techniques Improved Force Trance, Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 18, Con 14, Int 17, Wis 16, Cha 19
Special Qualities fearless, serenity
Talents Ataru, Attune Weapon, Double Attack (lightsabers), Empower Weapon, Force Power Adept (*move object*), Foresight, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Weapon Specialization (lightsaber, pistols)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Skill Training (Acrobatics), Weapon Finesse (lightsabers), Weapon Focus (lightsabers, pistols), Weapon Proficiency (advanced melee weapons, heavy weapons, lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +17, Deception +17, Initiative +17, Knowledge (galactic lore) +16, Perception +16, Pilot +17, Use Computer +16, Use the Force +17
Possessions lightsaber, heavy blaster pistol

Mara Jade Skywalker has a history as long and rich as her husband's. She begins her career as one of the Emperor's personal Force-trained assassins, although, unlike most of his servants, she only kills out of necessity. Highly talented, Mara trains in combat with the Imperial Royal Guard and receives personal tutelage in the Force from the Emperor himself. She performs dozens of missions on his behalf until his demise at the hands of Darth Vader. The Emperor's dying telepathic command to kill Luke Skywalker sets her destiny in a different direction.

After the Emperor's death, Mara Jade flees to the Outer Rim and engages in numerous adventures, joining up with the smuggler baron Talon Karrde while living with the Emperor's final command pounding in her skull. She manages to "complete" her mission by killing a clone of Luke Skywalker. She and Luke part ways for a while, but they periodically cross paths and eventually fall in love, marry, and have a child, Ben Skywalker. Mara Jade Skywalker's adventures continue for many years after the birth of their son.

Mara Jade Skywalker Encounters

Mara Jade Skywalker can be used as either a hero or a villain, and she can be dropped into campaigns set before the death of the Emperor into well past the Yuuzhan Vong invasion. Her skills as an infiltrator and assassin, combined with her formidable skills with the Force and the lightsaber, make her an extremely dangerous opponent. If your campaign is set before the death of the Emperor, Mara could be sent to kill someone the heroes are required to defend, in which case they have a fight on their hands. During the time of the New Jedi Order, the heroes might be asked to escort Mara or assist her in battles against the Yuuzhan Vong or other threats to the New Republic.



Mara Jade Skywalker

Nomi Sunrider

Nomi Sunrider **CL 9**
Medium Human scout 1/Jedi 7/Jedi Knight 1
Destiny 2; **Force** 5, Strong in the Force
Init +11; **Senses** Perception +11
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 22, Will 23
hp 77; **Threshold** 22

Speed 6 squares
Melee lightsaber (self-built) +11 (2d8+4)
Ranged by weapon +10
Base Atk +8; **Grp** +10
Special Actions Battle Meditation, Jedi Quarry
Force Powers Known (Use the Force +17): *Force light, Force slam, move object, rebuke, sever Force, surge*
Force Techniques Improved Sense Surroundings

Abilities Str 11, Dex 14, Con 12, Int 11, Wis 14, Cha 16
Talents Battle Meditation, Block, Deflect, Evasion, Jedi Quarry, Redirect Shot
Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Use the Force), Strong in the Force, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +9, Perception +11, Pilot +11, Stealth +11, Survival +11, Use the Force +17
Possessions lightsaber (self-built), Jedi robes

Nomi first picks up a lightsaber after her husband Andur is killed by criminals on their way to Ambria. She defends herself and kills two of the criminals. Although she saves her own life and the life of her daughter, she vows never to pick up a lightsaber again. The guardian spirit of her husband appears and urges her to continue on and take his place under Master Thon's tutelage. Nomi does so to appease the last wish of her late husband and to protect their daughter.

Message from the Faculty: Jedi Marriage

Romantic entanglements are one of the most challenging aspects of being a Jedi. Maintaining a balance between the light side and the dark side is hard enough without the problems of a married life coming into play.

The Jedi Order's views on the rules of marriage have fluctuated over time. The Council has final say, but often as the members of the Council are replaced, the current views are challenged and the rules debated again. Depending on the era of play, a Jedi hero might be married. The Gamemaster also has the option of introducing romantic subplots, such as the starry-eyed young Padawan who falls for a Sith apprentice who wishes to turn the fledgling Jedi to the dark side.

Nomi surprises herself with how quickly her training under Master Thon progresses. She always viewed the life of a Jedi as arduous and tough. While there are hardships, she finds herself drawing on reserves of fortitude and wisdom she never thought she had. She even carries a lightsaber, built under the guidance of Master Thon.

Her biggest challenge is one of the heart. She grieves for her husband and accepts his death, but her heart reaches out to another. She meets Ulic Qel-Droma during the Freedon Nadd Uprising and grows fond of him. It doesn't take Jedi powers to see his feelings growing for her as well, but she fears getting too close. What if he dies as well? Is she strong enough to handle the death of another love? Only the Living Force knows for sure.

Nomi Sunrider Encounters

Nomi Sunrider achieves the rank of Jedi Knight for her actions during the Beast Wars of Onderon. She is an example of a character who starts off in one class and switches over to another. Her scout abilities prove useful on occasion, but she now devotes herself to the Jedi Order. Nomi can serve as a mentor to a younger Jedi-in-training, or she can use her scouting skills to help the PCs complete a mission on some hostile world. Conversely, the PCs might interact with Nomi after successfully completing a mission with Ulic Qel-Droma. It's even possible that a hero might become the third side of a love triangle involving Nomi and Ulic Qel-Droma.



NOMI SUNRIDER

Odan-Urr

Odan-Urr **CL 16**
Medium Draethos Jedi 9/Jedi Knight 4/Jedi Master 3
Destiny 3; **Force** 8, Strong in the Force
Init +8; **Senses** low-light vision, Perception +10
Languages Basic, Draethos

Defenses Ref 31 (flat-footed 31), Fort 30, Will 32; Deflect
hp 85; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee lightsaber +17 (2d8+9)
Ranged by weapon +16
Base Atk +16; **Grp** +15
Special Actions Adept Negotiator, Battle Meditation, Clear Mind, Equilibrium, Force Persuasion, Force Recovery, serenity, Skilled Advisor
Force Powers Known (Use the Force +19): *farseeing*, *Force slam*, *rebuke* (2), *sever Force*, *vital transfer*
Force Secrets Multitarget Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 9, Dex 11, Con 10, Int 13, Wis 14, Cha 12
Special Qualities natural telepath
Talents Adept Negotiator, Battle Meditation, Clear Mind, Deflect, Equilibrium, Force Persuasion, Force Recovery, Skilled Advisor, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Improved Disarm, Melee Defense, Skill Focus (Knowledge [galactic lore], Use the Force), Strong in the Force, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Knowledge (galactic lore) +19, Use the Force +19
Possessions lightsaber (self-built), Jedi robes, various scrolls, holocron

Until the time of the Jedi Purge, the teachings of one Jedi impact the Order greatly and form the foundation of the Jedi Code, and that Jedi is Master Odan-Urr. Although he does not create the Code, his research and meditations on its philosophy and texts influence the countless Jedi that follow him.

Odan-Urr trains as an apprentice five thousand years before the Battle of Yavin. Rather than spend his time honing his lightsaber skills or techniques to use the Force, he pores over ancient texts and researches the Force. Only when Master Ooroo implores him to step away from his studies does he reluctantly do so. One instance sends Odan-Urr on a mission to the Koros system to help Empress Teta end a civil war between her government and a group of Kirrek rebels. With the assistance of the empress's Jedi advisor, Memit Nadill, Odan-Urr uses the Battle Meditation technique to defeat the rebels and negotiate a treaty with them.

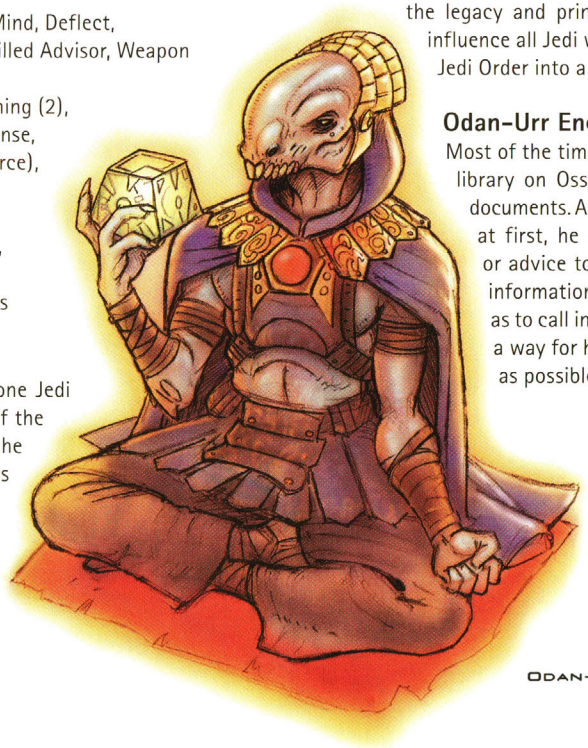
Unfortunately for Odan-Urr, he is not able to return to his studies, as he is assigned to the Koros system to continue assisting Empress Teta in strengthening her alliance of seven worlds. During his time there, he and Memit Nadill rescue two young siblings, Jori and Gav Daragon, from assassins. Little does he know that the two children would eventually bring much hardship and devastation to the Republic after bringing the Sith into contact with the Republic by accident. Odan-Urr is unable to stop the onslaught, forcing Master Ooroo to forfeit his life to guarantee victory.

Afterward, Odan-Urr returns to the libraries of Ossus to continue his research. During this time, he ascends to the rank of Jedi Master and leads the Jedi assembly for six hundred years. Many of his teachings are passed along to generations of Jedi Masters.

Although his life is filled with successes and misfortunes, the legacy and principles that Odan-Urr leaves behind influence all Jedi who follow him and help to shape the Jedi Order into a stronger organization.

Odan-Urr Encounters

Most of the time, Odan-Urr is entrenched in the Jedi library on Ossus, where he can be found reading documents. Although reluctant to peel himself away at first, he can offer some piece of knowledge or advice to the heroes or help them locate the information they seek. He might even go so far as to call in a favor to help them along, mainly as a way for him to return to his studies as quickly as possible.



ODAN-URR

Ooroo

Ooroo CL 15
Large Celegian Jedi 12/Jedi Master 3
Destiny 2; **Force** 4
Init +7; **Senses** Perception +20
Languages Basic (understand only), broadcast telepathy

Defenses Ref 27 (flat-footed 27), Fort 35, Will 31
hp 150; **DR** 10; **Threshold** 40
Immune fear effects

Speed fly 8 squares (hover), swim 10 squares
Melee slam +13 (1d6+7)
Ranged by weapon +13
Base Atk +13; **Grp** +18
Special Actions Adept Negotiator, Battle Meditation, serenity, Skilled Advisor
Force Powers Known (Use the Force +20): *farseeing*, *Force slam* (2), *Force thrust* (2), *mind trick*, *move object* (2), *rebuke*, *sever Force*, *vital transfer* (2)
Force Secrets Devastating Power, Multitarget Power

Abilities Str 10, Dex 11, Con 15, Int 14, Wis 16, Cha 16
Special Qualities fearless, serenity
Talents Adept Negotiator, Force Perception, Gauge Force Potential, Battle Meditation, Skilled Advisor, Telekinetic Power
Feats Force Sensitivity, Force Training (3), Skill Focus (Knowledge [galactic lore], Perception, Use the Force), Skill Training (Gather Information, Persuasion, Treat Injury), Weapon Proficiency (lightsabers, simple weapons)
Skills Gather Information +14, Knowledge (galactic lore) +19, Perception +20, Persuasion +15, Pilot +12, Treat Injury +15, Use the Force +20
Possessions life-support chamber (DR 10, +5 equipment bonus to Fortitude Defense, increases fly speed by +2 squares)

Jedi Master Ooroo trains students in the ways of the Force nearly 5,000 years before the Battle of Yavin. As a Celegian, Ooroo breathes cyanogen, a toxic gas, and can only travel on other planets using a special crystalline life support chamber. Despite this, Ooroo is both wise and powerful in the Force and tutors numerous students, including his premier pupil, Odan-Urr.

In his final battle, Ooroo joins together with Odan-Urr in the Koros system. Sith warships blacken the sky and dispense countless Massassi troops and war beasts. Ooroo foresees this threat. He gives his own life and defeats the army by shattering his life-support chamber, releasing its poisonous gas upon the unsuspecting enemy. For his valor, Ooroo is named the Martyr of Kirrek.

Holocron Lesson: Celegian Species Traits

All Celegians share the following species traits.

Ability Modifiers: –2 Dexterity, +2 Intelligence.

Medium Size: As Medium creatures, Celegians have no special bonuses or penalties due to their size.

Speed: Fly 6 squares (hover), swim 10 squares.

Cyanogen Breather: Unless encased in a special environment chamber, Celegians suffocate.

Expert Swimmer: A Celegian may choose to reroll any Swim check, taking the second result. In addition, a Celegian can take 10 on Swim checks even when distracted or threatened.

Broadcast Telepath: Celegians can use the Telepathy application of the Use the Force skill untrained, even if they do not possess the Force Sensitivity feat. A Celegian automatically succeeds on this check to communicate with willing targets within 60 squares of it and in its line of sight.

Languages: Basic (understand only).

Ooroo Encounters

Ooroo is active during the Great Hyperspace War, instructing young pupils in the ways of the Force when the Jedi Order was still young. While lacking much of the martial prowess possessed by other Jedi, Ooroo is a skilled Force-user. Ooroo prefers diplomacy to battle and is famous for making compelling arguments to sway stubborn minds over to the side of negotiation. Ooroo is rarely encountered alone and typically has two or more apprentices or companions in his company.



Ooroo

Oss Willum

Oss Willum **CL 10**
Medium Vultan noble 1/Jedi 7/Jedi Knight 2
Force 3
Init +11; **Senses** Perception +9
Languages Basic, Bocce, Bothan, Dromnyr, Durese, Huttese, Tchuukthese

Defenses Ref 23 (flat-footed 22, lightsaber defense 23), Fort 22, Will 21
hp 68; **Threshold** 22

Speed 6 squares
Melee lightsaber +9 (2d8+5)
Ranged by weapon +9
Base Atk +8; **Grp** +8]
Special Actions Battle Meditation, Bolster Ally
Force Powers Known (Use the Force +10): *Force thrust, move object*

Abilities Str 10, Dex 13, Con 11, Int 15, Wis 9, Cha 10
Talents Battle Meditation, Block, Bolster Ally, Deflect, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Linguist, Skill Focus (Knowledge [galactic lore], Pilot), Skill Training (Mechanics), Weapon Finesse (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +10, Initiative +11, Knowledge (galactic lore) +12, Mechanics +12, Perception +9, Persuasion +10, Pilot +16, Use Computer +12, Use the Force +10
Possessions lightsaber (self-built), Jedi robes, utility belt

Oss Willum begins his career as a simple trader, literally living out of his ship. The day he heroically rescues a Republic courier ship changes his life and opens him up to the Force. Oss eventually finds tutelage first under Jedi Master Garnoo and then under Jedi Master Thon.

Oss is most noted for his ill-fated encounters with Exar Kun. When Oss is sent to rescue Ulic Qel-Droma from Krath war droids on Deneba, he receives a vision that he would someday train under Exar Kun, and so he assumes that Kun is a great and powerful Jedi. Exar Kun convinces Oss and several other impressionable Jedi that the Jedi Order has denied them the key to victory in battle. Along with some of his companions, Oss travels with Exar Kun to Yavin 4, where Kun smashes a Sith holocron he had stolen from Jedi Master Odan-Urr. The fragments pierce Oss Willum's flesh, causing him to be possessed by Sith spirits. Oss commits unspeakable acts while under the influence of the Sith, but is eventually subdued by Jedi Knights Nomi Sunrider and Sylvar and restored to the path of the light side.

Oss Willum Encounters

Although a relatively unremarkable Jedi, Oss Willum gets caught up in many important events and could be found in the same places as Jedi Master Thon or Jedi Knight Nomi Sunrider. Heroes might encounter Oss during the time when he is possessed by the Sith spirits, providing them the dilemma of trying to stop his actions without having to kill him. They could also be asked by Nomi Sunrider or other Jedi to help with Oss Willum's rehabilitation once the Sith spirits are purged.

Holocron Lesson: Vultan Species Traits

All Vultans share the following species traits.

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Vultans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Bonus Trained Skill: Vultans can choose one additional trained skill from their class skill list at 1st level.

Conditional Bonus Feat: A Vultan with one or more Knowledge skills as trained skills gains a bonus Skill Focus feat for one Knowledge skill in which they are trained.

Languages: Basic, Dromnyr.



Oss Willum

Shoaneb Culu

Shoaneb Culu **CL 7**
Medium Miraluka Jedi 7
Force 7
Init +4; **Senses** Force sight, Perception +4
Languages Basic, Dromnyr, Miralukese

Defenses Ref 19 (flat-footed 18, Lightsaber Defense 20), Fort 19, Will 19; Deflect
hp 70; **Threshold** 19

Speed 6 squares
Melee lightsaber +7 (2d8+2) or
Melee lightsaber +5 (3d8+2) with Rapid Strike
Ranged by weapon +8
Base Atk +7; **Grp** +7
Atk Options Improved Disarm, Power Attack, Rapid Strike
Special Actions Equilibrium, Force Intuition, Lightsaber Defense, Vehicular Combat
Force Powers Known (Use the Force +14): *farseeing, Force light, move object, sever Force*

Abilities Str 11, Dex 13, Con 12, Int 12, Wis 13, Cha 12
Special Qualities Force sight
Talents Deflect, Equilibrium, Force Intuition, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Improved Disarm, Power Attack, Rapid Strike, Skill Focus (Use the Force), Vehicular Combat, Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +9, Pilot +9, Use the Force +14
Possessions lightsaber (self-built), Jedi robes

Early in her life, Shoaneb Culu leaves her home on Alpharidies to seek out the Jedi Order, against her parents' wishes. Feeling that she is destined to become a Jedi Knight, she vows to return home one day and, after learning all she can about the Force, establish a Jedi training center to help her people realize their potential with the Force. Despite initial troubles dealing with the new surroundings away from her homeworld, Shoaneb finds her way to Jedi Master Vodo-Siosk Baas on Ossus, who eventually agrees to train her.

Enthusiastic and eager to learn, Culu spends many hours studying the library archives and asking thought-provoking questions of Master Baas and other Jedi Masters. Troubled by her inquisitive nature, Baas mistakes her curiosity as a lust for power. After learning of her desire to return home and help her people, Baas's feelings quickly change, and dedicates a portion of his time assisting with her research. Although her desire to learn about the Force and the history of the Jedi hurtles her beyond her peers in understanding the Force, her ability to use the Force and build her own lightsaber suffers as a result.

Sudden turmoil in the galaxy inspires Culu to volunteer for a task force headed to Onderon. When Master Baas expresses misgivings, Shoaneb's calm explanation that she feels the Force calling her to duty convinces him to support her decision. After quelling the forces behind the Freedon Nadd Uprising and the Krath cult at Koros Major and Cinnagar, Culu and several other Jedi travel to Coruscant to warn the Galactic Senate of recent events, but Krath forces led by the Jedi-turned-Sith Lord Ulic Qel-Droma attack, forcing her to help defend the capital world.

Shoaneb Culu Encounters

In the years preceding the Freedon Nadd Uprising, heroes can find Culu eagerly studying at the library on Ossus. From the Uprising through the First Sith War, she is most likely encountered at Onderon, helping the Jedi confront the Beast Lords and the Krath. She might lend a hand and fight alongside the heroes, or she could provide some key piece of information that leads them to their next stop in their adventure.



Shoaneb Culu

THON

Thon **CL 15**
Large Tchuukthai Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 1; **Force** 6, Strong in the Force
Init +7; **Senses** Low-light vision, Perception +10
Languages Basic, Tchuukthese

Defenses Ref 28 (flat-footed 28), Fort 33, Will 32
hp 167; **Threshold** 38
Immune fear effects

Speed 6 squares
Melee bite +20 (1d8+12)
Melee bite +16* (1d8+16) with Power Attack or
Melee bite +24 (1d8+19) with Powerful Charge or
Melee bite +20* (1d8+23) with Power Attack and Powerful Charge
Ranged by weapon +15
Base Atk +15; **Grp** +25
Atk Options Cleave, Power Attack, Powerful Charge
Special Actions Adept Negotiator, Battle Meditation, Share Force Secret (Quicken Power), Share Force Technique (Improved Sense Surroundings), Skilled Advisor, Transfer Power
Force Powers Known (Use the Force +19): *battle strike*, *Force light* (2), *Force slam*, *inspire*, *mind trick*, *move object* (2), *rebuke* (2), *sever Force*, *surge*, *vital transfer*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 20, Dex 11, Con 18, Int 11, Wis 17, Cha 15
Special Qualities fearless, natural weapons, quadruped, serenity
Talents Adept Negotiator, Apprentice Boon, Battle Meditation, Force Harmony, Force Persuasion, Share Force Secret (Quicken Power), Share Force Technique (Improved Sense Surroundings), Skilled Advisor, Transfer Power
Feats Cleave, Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Powerful Charge, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +12, Persuasion +19, Use the Force +19

Quadruped—Master Thon gains a +5 bonus to all defenses against effects that trip or knock him prone.
* *Includes 4 points of Power Attack.*

Thon arrives at the Praxeum on Ossus already possessing great skill as a Jedi and speaks little about his time before coming to the attention of the Jedi Order. He is the last remaining member of his race, a species known as the Tchuukthai. He promises to tell more about himself when the time is right, and the Jedi respect his desire for privacy. While no other Jedi pierce the mysteries of his past, they respect his abilities as a teacher and as a warrior.

Thon runs a training camp on the world of Ambria in the Stenness system. Ambria was once a world claimed by the dark side of the Force. Thon trapped the Dark Side spirits in the massive Lake Natth and built his training camp nearby. He and his students work daily to restore the planet to its former beauty. Being so close to a place strong in the dark side teaches a student how to resist and quell it. The greatest falls come from those who confront the dark side with no previous exposure. The Order follows Thon's lead and often sends Jedi to dark side sites throughout the galaxy to cleanse them of their taint.

Thon's unorthodox views on the Force and training techniques extend to one other unusual area. Thon often bears his students on his back like a bantha or tauntaun. While new students are often confused by this seeming debasement, it is the first lesson Thon teaches. Even such a great master is but a beast of burden to the Force. Arrogance can come to a master all too easily, while humility is something that every Jedi struggles with daily. By literally bearing his students on his back, Thon reminds himself that even a Jedi Master such as himself serves greater powers daily.

Thon Encounters

Master Thon is an example of a Jedi Master devoted to the martial side of the Force. Thon is a great master for PCs who want to excel in combat. He puts PC students through some rough paces. His academy is half boot camp, half environmental reclamation project. Thon knows that the fate of the galaxy hangs on the edge of a lightsaber blade. As long as that blade belongs to one of his students, the galaxy will be safe.



THON

Tott Doneeta

Tott Doneeta **CL 9**
Medium Twi'lek Jedi 7/Jedi Knight 2
Force 4
Init +6; **Senses** Low-light vision, Perception +6
Languages Basic, Huttese, Ryl

Defenses Ref 24 (flat-footed 22), Fort 26, Will 24
hp 92; **Threshold** 26

Speed 6 squares
Melee lightsaber +13 (2d8+8)
Ranged by weapon +11
Base Atk +9; **Grp** +11
Special Actions Battle Meditation
Force Powers Known (Use the Force +16): *battle strike*, *Force light*, *move object*, *rebuke*, *surge*, *sever Force*
Force Techniques Improved Sense Surroundings

Abilities Str 12, Dex 14, Con 15, Int 13, Wis 14, Cha 15
Special Qualities deceptive
Talents Ataru, Battle Meditation, Block, Deflect, Redirect Shot
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +11, Deception +6 (can reroll, must take second result), Pilot +11, Use the Force +16
Possessions lightsaber (self-built), Jedi robes

Tott Doneeta finds himself in the chains of slavery at a young age. His parents book passage aboard a ship fronting for a slaving ring. Luckily, Jedi Master Arca Jeth had been tracking the slavers and struck shortly after the Doneeta family had signed on. Tott's parents give Tott to Master Jeth in gratitude for saving their lives. Tott, for his part, is excited to go. He had seen the Arkanian in the thick of the fight. The Jedi Master showed no fear, and young Tott wanted to be like him some day.

Tott takes to the Jedi training well, but he is a quiet boy and one of the few aliens in Master Jeth's class. The young Cay Qel-Droma draws Tott out of his shell, and Tott is soon accepted as part of the Qel-Droma family. Tott and the Qel-Droma brothers are inseparable throughout their youth, and Tott grows into a promising young Jedi. He follows Master Jeth's example as best as he can. He only speaks when spoken to and rarely draws his lightsaber.

Doneeta develops a rare Force ability while spending time on the outskirts of a Jedi camp. He finds that he can speak with the creatures of the forests and the plains. Master Jeth finds this ability fascinating. While the Jedi often use telepathy to communicate, the young Twi'lek's telepathy is able to touch creatures of lesser intelligence. Tott develops this ability at the urging of Master Jeth. Tott can now communicate with almost any beast he encounters through out the galaxy.

Tott eagerly accompanies Master Arca Jeth and the Qel-Droma brothers to the planet of Onderon. His Beast Speech proves useful in the battles on the planet, and his lightsaber skill helps to turn the tide against the Freedon Nadd Uprising. Tott always looks forward to his next battle, especially if it's fought at the side of his friends.

Tott Doneeta Encounters

What makes Tott Doneeta unique is his ability to communicate with beasts of any intelligence. This ability allows him to communicate with everything from his own mount to an attacking pack of Sith hounds. Tott feels better when he's sent out into the wild to communicate with the natural creatures on a planet. His unique talent means he's in demand across the galaxy, though he will often be found in Master Thon's entourage. Heroes might encounter him alongside one or both of the Qel-Droma brothers on a mission, or he might help them talk their way past a dangerous beast to reach some objective.



Tott Doneeta

Vodo Siosk-Baas

Vodo-Siosk Baas CL 15
Medium Krevaaki Jedi 8/Jedi Knight 4/Jedi Master 3
Destiny 1; **Force** 7, Strong in the Force
Init +9; **Senses** Use the Force +13
Languages Basic, Kreva, Tchuukthese

Defenses Ref 31 (flat-footed 29), Fort 30, Will 30; Resist the Dark Side
hp 112; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee quarterstaff +18/+18 (1d6+7) or
Melee quarterstaff +16/+16 (2d6+7) with Rapid Strike
Ranged by weapon +17
Base Atk +15; **Grp** +15
Atk Options Dual Weapon Mastery, Rapid Strike
Special Actions Acrobatic Recovery, Battle Meditation, Combat Reflexes, Damage Reduction 10, Dark Side Sense, Force Fortification, Melee Defense, serenity
Force Powers Known (Use the Force +13): *battle strike, farseeing, Force slam, move object, sever Force, surge*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Power Mastery (*farseeing*), Improved Sense Force

Abilities Str 11, Dex 15, Con 13, Int 13, Wis 14, Cha 13
Special Qualities grasping tentacles, stoic
Talents Acrobatic Recovery, Battle Meditation, Damage Reduction 10, Dark Side Sense, Force Fortification, Force Perception, Resist the Dark Side, Visions
Feats Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Melee Defense, Rapid Strike, Strong in the Force, Weapon Finesse, Weapon Focus (quarterstaff), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Knowledge (galactic lore) +13, Use the Force +13
Possessions quarterstaff, Jedi robes

As the Jedi Watchman of Dantooine, Master Baas spends much of his time on the planet and trains multiple apprentices at a time. His strongest apprentice, however, is a young pupil named Exar Kun. Kun's skill with a lightsaber is so great that he claimed victory over his master many times when they sparred together.

Holocron Lesson: Krevaaki Species Traits

All Krevaaki share the following species traits.

Ability Modifiers: +2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Krevaaki have no special bonuses or penalties due to their size.

Speed: 6 squares.

Carapace: Krevaaki gain a +1 natural armor bonus to Reflex Defense and a +1 bonus to Fortitude Defense.

Stoic: Any creature attempting to use the Sense Motive application of the Perception skill on a Krevaaki takes a –5 penalty on the skill check.

Grasping Tentacles: Krevaaki gain a +2 species bonus on Climb checks and a +2 species bonus on grapple checks.

Languages: Basic, Dromnyr.

Growing restless with Master Baas's instruction, Kun believes that he can become an even mightier Jedi by learning more about the dark side of the Force, but Baas would only teach him so much. Desperate to discover more, Kun ventures to Dxun and enters the tomb of Freedon Nadd. The dark spirit of Freedon Nadd directs Exar Kun to travel to Korriban, where Nadd attacks Kun and shatters every bone in his body. At that point, Baas feels Kun's pain through the Force and stretches out to aid him, but he is also attacked by Nadd and prevented from assisting his apprentice.

Experiencing Exar Kun's descent to the dark side gives Baas a unique understanding on the balance of the Force. When Nomi Sunrider and Cay Qel-Droma request to lead the mission to rescue Ulic Qel-Droma from the Krath during the Great Sith War, Baas warns against taking such action, but the request is granted by the Jedi Assembly. Despite the task force's efforts, Ulic is not extracted until after he leads the Krath and their Mandalorian warrior allies in an assault aimed at the heart of the Republic. When the former Jedi is captured and put on trial for his crimes, Exar Kun interrupts the proceedings and challenges Baas in combat—a duel that costs Master Baas his life.



Vodo Siosk-Baas

Vodo-Siosk Baas Encounters

Jedi Master Vodo-Siosk Baas typically spends his time between Dantooine and Ossus, keeping in touch with the students with which he has been charged and the rest of the Jedi Order. His growing knowledge of the Force, particularly the subtle temptations of the dark side, can prove to be a useful resource for heroes seeking wisdom.



Chapter VI
Dangers of Study



The galaxy is vast, and even after thousands of years of study, only a tiny fraction of the planets, species, and beasts that it contains have been discovered, much less studied. Jedi Padawans are warned of the untold dangers that await them in the galactic vastness, which is not to say that the Jedi should destroy every dangerous beast that they encounter. However, if one is to fulfill the role of galactic peacekeeper, one must be aware of the dangers that the galaxy abides.

The creatures and individuals described here are but a sample of the strange, exotic, and lethal dangers that a Jedi might encounter during an adventure. Some creatures are relegated to a single planet or even a single location, but others have managed to spread across the galaxy. In rare circumstances, the Jedi have deemed some of these creatures, notably those altered by the dark side, as grave threats that must be eliminated to help bring harmony to the galaxy.

The Jedi are interested in beasts that have sensitivity to the Force and the ability to wield it in some manner. The Jedi Council has numerous ongoing programs in place to discover, catalog, and study Force-sensitive creatures, both to learn more about them and to gain a greater insight into their own assumptions on how the Force manifests itself. One thing is for certain—most creatures are dangerous in their own right, but those that can command the Force tend to be smarter, faster, tougher, or deadlier than normal.

Dark Siders

The following section presents a rogues' gallery of Force-sensitive villains who might cross paths with the heroes during their exploits. These villains range from low-level lackeys to unique, named characters with sinister motives and evil agendas. Because of their strong ties to the dark side of the Force, these NPCs make great enemies for groups of heroes containing one or more Jedi characters.

A Gamemaster who has no intention of using the villains described herein is still encouraged to use the villains' statistics. With a simple name substitution, any of the dark siders presented here can fit into a GM's home campaign.

Azrakel, the Dark Warrior

Azrakel **CL 6**
Medium Human Jedi* 6
Force 4; **Dark Side** 9
Init +9; **Senses** Perception +4
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 19, Will 18; Block
hp 68; **Threshold** 19

Speed 6 squares
Melee double-bladed lightsaber +8 (2d8+7) or
Melee double-bladed lightsaber +3/+3 (2d8+7) with Dual Weapon Mastery I
Ranged blaster pistol +7 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Acrobatic Strike, Dual Weapon Mastery
Special Actions Clear Mind
Force Powers Known (Use the Force +9): *battle strike, dark rage, rebuke, vital transfer*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 12
Talents Block, Clear Mind, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light, medium), Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +9, Initiative +9, Use the Force +9
Possessions double-bladed lightsaber, blaster pistol, combat jumpsuit
**Azrakel is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Discovered by Emperor Palpatine, Azrakel is spirited away to a secret facility and used as a test subject in the Emperor's dark side experiments. Session after session, Palpatine exposes the young man to the dark side of the Force, hoping to mold him into a warrior to serve his will. After several years with no real results, Palpatine abandons his work, leaving Azrakel to die in the facility.

Although the Emperor sees no point to continuing the experiments, Kadann, the Supreme Prophet of the Dark Side, sees something in Azrakel that Palpatine does not and nurses the subject back to health. Azrakel's mind is wiped clean by the experiments, giving Kadann the perfect opportunity to create an apprentice of his own.

After mending Azrakel's mind, Kadann teaches his new pupil to hate the Emperor for what he did to him and, in turn, hate his servant Darth Vader. As time goes on, Azrakel grows to hate Kadann as well, and he cuts himself off from the Prophets of the Dark Side and the Empire some time before Palpatine's death.

Azrakel hides himself and his dark powers from the galaxy at large by staying away from the Core Worlds. He becomes a mercenary, which proves to be a lucrative career as well as a means to vent his hostility. He gives no quarter, cutting down his targets with a level of zeal that concerns even his most coldblooded employers.

Azrakel Encounters

From the end of the Rebellion era to the early days of the New Republic, Azrakel operates mostly in the Outer Rim Territories, the Corporate Sector, and even Wild Space as a ruthless mercenary. He can be a dangerous enemy, working as a hired henchman for a powerful crime lord, or even as the primary antagonist bent on the destruction of the Jedi Order before it has time to rebuild after the fall of the Empire.



Azrakel, the Dark Warrior

Blackguard, The

Blackguard Minion **CL 1**
Medium Human nonheroic 3
Dark Side 4
Init +2; **Senses** Perception +7
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 12, Will 11
hp 7; **Threshold** 12

Speed 4 squares
Melee unarmed +3 (1d4+1)
Ranged blaster rifle +3 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 12, Con 10, Int 11, Wis 13, Cha 12
Feats Armor Proficiency (light, medium), Skill Training (Endurance), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Endurance +6, Perception +7, Survival +7[H]
Possessions blaster rifle, battle armor
[H] *Human bonus trained skill or feat.*

Blackguard Wilder **CL 4**
Medium Human nonheroic 3/Jedi* 3
Force 3; **Dark Side** 8
Init +4; **Senses** Perception +9
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 14, Will 15; Block
hp 28; **Threshold** 14

Speed 6 squares
Melee lightsaber +7 (2d8+2)
Ranged by weapon +6
Base Atk +5; **Grp** +6
Atk Options Power of the Dark Side
Force Powers Known (Use the Force +10): *battle strike, dark rage*

Abilities Str 12, Dex 13, Con 10, Int 12, Wis 13, Cha 14
Talents Block, Power of the Dark Side
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Skill Training (Endurance[H], Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +9, Endurance +7, Perception +9, Survival +9[H], Use the Force +10
Possessions lightsaber, black robes
* *A wilder is not a Jedi in the strict sense. The levels in the Jedi class reflect special training. The wilder is not part of the Jedi Order, however.*
[H] *Human bonus trained skill or feat.*



The Blackguard is a dark side cult that seeks to increase its knowledge and power by searching for secrets held by Force traditions all over the galaxy.

Shortly before the Battle of Ruusan, a dark apprentice of Kaan named Vulta Daanat comes to the belief that the Force not only serves as a source of personal power but also as a means to understand the universe. Kaan disagrees, intent on exterminating the Jedi and conquering the Republic. Their disagreement turns physical, and the subsequent lightsaber duel leaves Daanat badly injured, and Kaan leaves him for dead. Daanat nurses his wounds and escapes from the Brotherhood of Darkness. After a time, he searches the galaxy, following rumors and leads to various Force-related artifacts. He learns many secrets about the dark side, settles within the Southern Jedi Ruins on Mustafar, and takes on several apprentices to pass his knowledge to a new generation of dark siders.

Over time, the dark side cult fluctuates in size, at times growing to mammoth proportions, and shrinking at other times to a mere handful of apprentices. San'sii the Kursk, the most recent leader of the Blackguard, feels the need for more people under his command to help the cult survive. He adopts the practice of recruiting non-Force-sensitive people into the cult's ranks. Donning black armor and bearing blaster rifles, these minions act as soldiers and become the most visible members of the faction, leading many to believe that the Blackguard is a paramilitary organization.

Blackguard Encounters

The Blackguard is found almost exclusively on Mustafar in or near the Southern Jedi Ruins, but a few are occasionally located wandering between the ruins and the planet's only remaining city of Fralideja. Elite minions and wilders exist and act more as squad leaders, giving evidence that the Blackguard might be better organized than most people think possible of a dark side cult.

Brakiss

Brakiss **CL 11**
Medium Human Noble 1/Jedi 7/Force adept 3
Force 7; **Dark Side** 10
Init +6; **Senses** Use the Force +18
Languages Basic, Paecian

Defenses Ref 24 (flat-footed 23), Fort 24, Will 26; Deflect, Elusive Target
hp 77; **Threshold** 24

Speed 6 squares
Melee lightsaber +12 (2d8+6) or
Melee lightsaber +7/+7 (2d8+6) with Double Attack
Ranged by weapon +10
Base Atk +9; **Grp** +10
Atk Options Channel Aggression, Double Attack
Special Actions Channel Anger, Presence, Resilience
Force Powers Known (Use the Force +18): *Force lightning, mind trick, move object, rebuke* (2), *vital transfer*
Force Techniques Improved Sense Force

Abilities Str 12, Dex 13, Con 12, Int 13, Wis 13, Cha 16
Talents Channel Aggression, Channel Anger, Deflect, Elusive Target, Force Perception, Presence, Resilience
Feats Double Attack, Force Sensitivity, Force Training (3), Skill Focus (Persuasion, Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +13, Gather Information +13, Knowledge (galactic lore) +11, Perception +11, Persuasion +18, Stealth +11, Use the Force +18
Possessions lightsaber (self-built), silver robes

When Luke Skywalker establishes his academy on Yavin 4, many students arrive to begin their training under his tutelage. A few are actually spies sent by the Empire and other interested parties that Skywalker quickly discovers and removes. Brakiss, on the other hand, actually holds true potential with the Force, and, despite having already begun down the path to the dark side, Skywalker allows him to stay, convinced that he can lead Brakiss down the path of the light side. Despite all of Skywalker's efforts and training, Brakiss proves Luke wrong and flees from the academy.

Brakiss has a difficult time dealing with his situation and is emotionally distraught until he joins forces with Kueller, another former student of the new Jedi Academy who had turned to the dark side. After Kueller's death on Almania, Brakiss wanders the galaxy for a while with no purpose, until he gains the attention of the Second Imperium. Brakiss immediately swears his allegiance to the Second Imperium and begins building an academy equal to Skywalker's but devoted entirely to the dark side. Within a few years, the Shadow Academy, housed within a torus-shaped space station equipped with a hyperdrive and a cloaking device, was completed and placed under Brakiss's command.

The Shadow Academy attracted many students. Those without sensitivity to the Force were immediately placed in the station's stormtrooper corps, while those who passed a Force sensitivity test began training as Dark Jedi. Assisting Brakiss was Tamith Kai, a member of Dathomir's Nightsister clan of Force witches.

The Shadow Academy comes to Skywalker's attention when Tamith Kai abducts Jacen and Jaina Solo along with their classmate, Lowbacca. They are rescued, and after several more failures at the hands of the Jedi, Brakiss is ordered by Palpatine to destroy the Jedi once and for all. Once again Brakiss fails, and he dies shortly after returning to the Shadow Academy when Palpatine's Royal Guards set off explosive charges planted in the station.

Brakiss Encounters

During the days of the New Republic, Brakiss cannot be easily located, as he is busy establishing the Shadow Academy. He soon makes his presence known, however, as he opposes the Jedi time and again. Brakiss can be a major villain a long campaign in which the heroes struggle against a string of Dark Jedi in an attempt to locate and bring down the Shadow Academy.



BRAKISS

Carnor Jax

Carnor Jax **CL 16**
Medium Human soldier 6/elite trooper 6/Force adept 4
Destiny 1; **Force** 9; **Dark Side** 14
Init +21; **Senses** Perception +15
Languages Basic

Defenses Ref 33 (flat-footed 30), Fort 31, Will 32; Dodge
hp 154; **DR** 3; **Threshold** 31

Speed 4 squares
Melee unarmed +17 (1d6+10) or
Melee double vibroblade +19 (2d6+12) or
Melee double vibroblade +14/+14 (2d6+12) with Dual Weapon Mastery I
Ranged heavy blaster pistol +18 (3d8+8)
Base Atk +15; **Grp** +17
Atk Options Channel Aggression, Devastating Attack (advanced melee weapons), Dual Weapon Mastery, Point Blank Shot
Special Actions Delay Damage, Follow Through, Harm's Way, Quick Draw
Force Powers Known (Use the Force +14): *battle strike, Force slam, mind trick, move object, rebuke, vital transfer*
Force Techniques Force Point Recovery

Abilities Str 14, Dex 16, Con 13, Int 11, Wis 15, Cha 12
Talents Armored Defense, Channel Aggression, Crippling Strike, Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Harm's Way, Improved Armored Defense, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Follow Through, Force Sensitivity, Force Training (2), Martial Arts I, Point Blank Shot, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +21, Mechanics +13, Perception +15, Use the Force +14
Possessions double vibroblade, heavy blaster pistol, Royal Guard armor (+7 armor; ceremonial armor with helmet package), comlink (encrypted), utility belt with medpac

Carnor Jax begins his career as an enlisted Imperial stormtrooper. He stands out among his peers as one of the best and quickly advances to train as a Royal Guard on Yinchorr. While there, he meets another trainee named Kir Kanos. The two of them survive to the end of their training and become Royal Guards after slaying their assigned partners in personal combat.

Though Jax serves the Empire with distinction, his loyalties lie with himself and his carefully chosen allies. When Palpatine travels to Endor to oversee the construction of the second Death Star, Jax is left behind on Coruscant. Learning the ways of the dark side of the Force from Lumiya, the Dark Lady of the Sith, he eliminates the last few Prophets of the Dark Side as well as the last of Palpatine's cloned bodies in a daring attempt to seize the throne for himself. Unfortunately, his bid for power is quashed when Sate Pestage assumes control, soon to be followed by Ysanne Isard.

Jax's unit is assigned to the Dark Lady Lumiya by Isard, and Lumiya quickly recognizes his Force potential. She pulls him out of the unit to personally train him as her new apprentice. Shortly thereafter, he forms an alliance with Sarcev Quest, a member of the Imperial Ruling Council who grants Jax a military task force. When Palpatine returns in one of his cloned bodies, Jax rejoins the Royal Guard to better arrange the clone's assassination and bribes the Emperor's physician into sabotaging the remaining clones. After Palpatine's last clone dies on Onderon, Jax prepared to take the throne and finally become Emperor.

When word leaks of Jax's treachery, the surviving Royal Guards on Yinchorr try to stop him. The arrival of a legion of stormtroopers under Jax's command squelches those plans, but Kir Kanos escapes the slaughter. Kanos goes into hiding, but Jax tracks him back to Yinchorr. The stormtrooper contingent he brings along does not survive very long, and Jax is forced to face Kanos alone. After a long and arduous battle, Kanos slays Jax with his vibroblade.

Carnor Jax Encounters

For most of his career as a Royal Guard, Carnor Jax can be found either on Coruscant or with the Emperor. After Palpatine's death, Jax is located somewhere within the Core Worlds, usually on Coruscant. Given his status within the Empire, Jax proves hard to reach. Heroes who target Jax must contend with the legions of stormtroopers and other Imperial forces that surround him.



CARNOR JAX

Dark Side Spirit (Template)

Whether through the influence of the dark side of the Force or just by sheer willpower, strong dark siders have been capable of influencing events long after their physical deaths. Naga Sadow, Freedon Nadd, and Exar Kun are just a few examples of former Sith Lords who have maintained a spiritual presence in the galaxy years and even centuries after they were thought to be dead. Even Emperor Palpatine manages to avoid permanent death for a while through means unknown to the vast majority of the galaxy's populace.

A dark side spirit is anchored to some point or object that allows it to remain connected to the physical realm. Usually, this site or object is closely related to the individual's death. For example, the Sith Lords buried on Korriban use their individual sarcophagi as their focus. Freedon Nadd never strayed too far from his remains buried on Onderon and the moon of Dxun after his remains were moved there. Exar Kun was almost always found on Yavin 4 within the Massassi ruins, where he absorbed the life force of the entire Massassi race. In any case, some sort of connection to the physical realm appears to be vital to the existence of a dark side spirit.



Modifications

To create a dark side spirit, make the following changes to an existing character.

Dark Side Score: Unchanged. This score can never be reduced below the spirit's current total through atonement or an act of dramatic heroism.

Defenses: A dark side spirit is immune to all melee and ranged attacks, as well as Force powers with the *[telekinetic]* descriptor.

Speed: Unchanged, except that the spirit is not hindered by terrain and can pass through solid objects regardless of hardness.

Attacks: A dark side spirit can make no melee or ranged attacks against a physical target. Some Force powers allow the spirit to cause damage to a physical object.

Special Actions: A dark side spirit gains the following special actions.

Dark Spiritual Travel: Using the Force, a dark side spirit can move virtually instantaneously to any point in the galaxy that has some amount of dark side energy present. The spirit must already be familiar with the destination and cannot jump blindly to someplace that it has never visited or only heard of. Traveling in this manner is a standard action. A dark side spirit under the effects of the *sever Force* power cannot use this ability.

Manifestation: Being an incorporeal creature, a dark side spirit cannot affect anything in the physical realm directly. However, when it manifests, it can be seen and heard while still remaining nonphysical.

Possession: When dark Force-users open themselves up to the dark side through certain rituals, they run the risk of becoming possessed by a dark side spirit. As a standard action, a dark side spirit can possess the body of a willing adjacent creature with a Dark Side Score of 1+. A dark side spirit inside another creature's body uses that creature's Strength, Dexterity, and Constitution scores. The dark side spirit loses its immunities to attacks and Force powers, can no longer pass through solid objects and is hindered by terrain, and can make melee and ranged attacks. Additionally, the dark side spirit cannot use any of its special actions granted by this template, and it regains all of its talents and feats with a Constitution prerequisite.

A creature possessed by a dark side spirit can take no actions while it is possessed. In effect, the dark side spirit acts in its stead.

Abilities: +4 Charisma. A dark side spirit has no Constitution score.

Talents and Feats: A dark side spirit is unable to use any talent or feat with a Constitution prerequisite.

Skills: Any skill with Constitution as its relevant ability score uses Charisma as its relevant ability score instead.

The following is an example of a dark side spirit, created by adding the dark side spirit template to Freedon Nadd.

Freedon Nadd, Dark Side Spirit **CL 15**
Medium Jedi 7/Sith apprentice 5/Sith Lord 3
Force 8; **Dark Side** 14
Init +13; **Senses** Perception +14
Languages Basic, Sith

Defenses Ref 30 (flat-footed 29), Fort 33, Will 31; Deflect
hp 98; **Threshold** 33
Immune fear effects, melee and ranged attacks, telekinetic Force powers

Speed 6 squares; ignores difficult terrain, walls, and objects
Base Atk +15; **Grp** +17
Atk Options Double Attack, Dual Weapon Mastery I, Power Attack, Power of the Dark Side, Triple Crit
Special Actions Adept Negotiator, Dark Presence, dark spiritual travel, Lightsaber Defense, manifestation, possession, temptation
Force Powers Known (Use the Force +21): *battle strike, dark rage, Force grip, mind trick, move object, rebuke*
Force Secrets Devastating Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 13, Con —, Int 14, Wis 14, Cha 19
Special Qualities dark side spirit traits
Talents Adept Negotiator, Dark Presence, Dark Side Adept, Dark Side Master, Deflect, Force Deception, Force Persuasion, Lightsaber Defense, Power of the Dark Side
Feats Armor Proficiency (light), Double Attack, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Improved Defenses, Power Attack, Skill Focus (Use the Force), Triple Crit, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +16, Initiative +13, Knowledge (galactic lore) +14, Perception +14, Use the Force +21

Holocron Lesson: Destroying a Dark Side Spirit

Since a dark side spirit has no physical presence, destroying one is a difficult task at best, but it is not impossible. Such an undertaking could be the ultimate goal in a long campaign, where the dark side spirit is the influential force behind the heroes' enemies and eradicating the spirit is the only way to stop its evil plans once and for all. Doing so should always be within the heroes' capabilities but not too easy to accomplish.

The method of destroying a dark side spirit varies from spirit to spirit, but a few suggested methods are listed below.

- **Destroy the spirit's source of power.** Since most dark side spirits are connected to the physical realm through some sort of anchor in an object or location, annihilating that anchor can sever the spirit's ties to the universe. In order for a dark side spirit to remain after its anchor is destroyed, it must expend a number of Force Points equal to its Dark Side Score or be wiped out forever.
- **Use the power of the light side.** A dark side spirit can be destroyed using the light side of the Force. To do so, a Force-user must make a Use the Force check (with a penalty equal to its Dark Side Score) as a standard action against a dark side spirit within 12 squares and line of sight. If the check equals or exceeds the spirit's Will Defense, the spirit takes 2d6 points of Force damage. Several Force-users attacking in this manner carries a much greater chance of ridding the galaxy of the spirit's dark presence.
- **Use the power of the dark side:** Fighting fire with fire can effectively eradicate a more powerful dark side presence. By using a Sith amulet, a Force-user can channel the dark side of the Force into a blast of energy to destroy the spirit. As a standard action, a character with a Sith amulet can make a Use the Force check against the Will Defense of a dark side spirit within 12 squares and line of sight. If the result of the check equals or exceeds the target's Will Defense, the dark side spirit takes 2d6 points of Force damage. However, doing so also opens one up more fully to the dark side; until the start of its next turn, the creature wielding the amulet takes a –2 penalty to all defenses against Force powers with the *[dark side]* descriptor.

Hethrir

Hethrir **CL 7**
Medium Firrerreo (near-Human) noble 2/Jedi* 5
Force 4; **Dark Side** 13
Init +4; **Senses** Perception +15
Languages Basic, Firrerreo

Defenses Ref 19 (flat-footed 18), Fort 20, Will 21; Deflect, Dodge
hp 61; **Threshold** 20

Speed 6 squares
Melee lightsaber +7 (2d8+4)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Special Actions Adept Negotiator, Inspire Confidence, Melee Defense
Force Powers Known (Use the Force +10): *Force grip, mind trick, move object*

Abilities Str 13, Dex 13, Con 14, Int 14, Wis 14, Cha 15
Talents Adept Negotiator, Force Persuasion, Inspire Confidence, Suppress Force
Feats Dodge, Force Sensitivity, Force Training, Melee Defense, Skill Focus (Perception, Persuasion), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +10, Gather Information +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Knowledge (technology) +10, Perception +15, Persuasion +15, Use Computer +10, Use the Force +10
Possessions lightsaber
** Hethrir is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Lord Hethrir first gains infamy by serving Emperor Palpatine as Procurator of Justice, overseeing the entire judicial system and passing sentences on individuals and groups, some as large as entire worlds.

Darth Vader chooses Lord Hethrir and his mate, Rillao, to train under him after learning that they have Force potential. However, only Hethrir wields the Force in the way Vader desires. After pushing Rillao and their unborn son out of his life, Hethrir develops his abilities and proves his commitment by destroying his own homeworld of Firrerre.

Hethrir foresees the Empire's demise at Endor and develops a plan for its revival called the Empire Reborn, with him as the new Emperor. After cementing his power base in the Crseih system and gaining the assistance of an extradimensional being called Waru, Hethrir finances the Empire Reborn through a slave trade created using political prisoners and his own people, the Firrerreo, that are stored in sleeper ships. With the funds from the slave trade, he outfits the Empire Reborn with arms and ships.

After establishing the armed forces for the Empire Reborn, Hethrir approaches a Chistori named Desann to create an army of Dark Jedi. By selecting only Humans with Force potential and cleansing them through Waru, Hethrir and Desann create the Reborn. However, the Reborn are defeated by Luke Skywalker and Kyle Katarn.

After his defeat, Hethrir has one chance to redeem himself to Waru and return to power. He abducts Jacen, Jaina, and Anakin Solo with the intention of sacrificing them to Waru. However, Han Solo, his wife Leia, and Luke Skywalker join with Rillao and manage to rescue the abductees, although Anakin is nearly lost. Enraged by Hethrir's failure, Waru consumes him and returns home to its own dimension.

Hethrir Encounters

With Hethrir's slave trade in full swing during the early days of the New Republic, any number of people might find themselves abducted and imprisoned, especially those who are Force-sensitive, to be used either as test subjects for his experiments or as sacrifices to Waru. If any heroes find themselves pursuing Desann or the Reborn, they might choose to take their goal one step further and try to bring down Hethrir as well.



HETHRIR

Irek Ismaren (Lord Nyax)

Irek Ismaren (as Lord Nyax) **CL 12**
Large mutated Human scoundrel 1/Jedi* 6/Force adept 5
Force 9; **Dark Side** 13
Init +7; **Senses** Improved Sense Surroundings, Use the Force +12
Languages Basic, Binary

Defenses Ref 25 (flat-footed 24, Lightsaber Defense 26), Fort 25, Will 27; Deflect
hp 90; **Threshold** 30
Immune disarm attempts

Speed 6 squares
Melee lightsaber +11 (2d8+9) or
Melee lightsaber +6/+6 (2d8+9) with Double Attack or
Melee lightsaber +1/+1/+1 (2d8+9) with Triple Attack
Ranged by weapon +10
Fighting Space 2×2; **Reach** 2
Base Atk +9; **Grp** +15
Atk Options Channel Aggression, Double Attack, Point Blank Shot, Power Attack, Triple Attack
Special Actions Disruptive, Lightsaber Defense
Force Powers Known (Use the Force +12): *battle strike, mind trick, move object, surge*
Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*), Improved Sense Surroundings

Abilities Str 12, Dex 13, Con 13, Int 7, Wis 12, Cha 12
Special Qualities Subelectronic converter
Talents Channel Aggression, Deflect, Disruptive, Force Perception, Force Power Adept (*mind trick*), Lightsaber Defense, Weapon Specialization (lightsabers)
Feats Double Attack, Force Sensitivity, Force Training (2), Point Blank Shot, Power Attack, Skill Focus (Mechanics), Triple Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Knowledge (galactic lore) +9, Mechanics +14, Persuasion +12, Use Computer +11, Use the Force +12
Possessions 6 lightsabers (implanted in wrists, elbows, and knees), implanted subelectronic converter (see page 64)
** Irek is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

A native of Alderaan, Irek Ismaren moves with his mother, Roganda, to the isolated planet Belsavis. When Irek turns five, an Imperial scientist named Nasdra Magrody implants a subelectronic converter in the boy's head mainly as an experiment. As a consequence, Irek learns to tap into a droid's systems and affect it with the Force in much the same way as a Jedi would implant a suggestion into an organic being's mind. For the next several years, Irek learns about the dark side from his mother and about droids from Magrody.

When Irek turns fourteen, Roganda executes her plan to summon the Eye of Palpatine to Belsavis as a means to destroy the New Republic and reinstitute the Empire. Irek uses his subelectronic converter to summon the ship to Belsavis, but the Eye of Palpatine is destroyed shortly before it reaches the planet. After its destruction, Roganda and Irek flee into the planet's dense jungle. Later, they book passage from Belsavis to Coruscant, where Roganda hires Lord Cronal, a former Prophet of the Dark Side, to continue Irek's Force training. However, Irek loses his temper during a lesson, triggering a lightsaber duel with Cronal that almost costs Irek his life. Irek is forced to flee. However, a wound to his head causes a total loss of his memories and ability to speak, but his Force abilities remain intact. Roganda saves Irek by placing him in stasis.

While Irek is in stasis, his mother has his cranial memory chips upgraded and his body's growth rate accelerated, pushing his height to 3 meters. In addition, lightsabers are implanted in his wrists, elbows, and knees. Before the process can be completed, Irek breaks free and, robbed of his memories, kills his mother. Without the ability to speak or recall his identity, Irek takes the name Lord Nyax from a Corellian myth, locates an abandoned Jedi temple, and taps into the Force wellspring there, increasing his power. While on Coruscant as part of a reconnaissance team, Luke Skywalker, Mara Jade Skywalker, and Tahiri Veila encounter Lord Nyax and seal him in a pit, but he escapes.

Irek Ismaren (Lord Nyax) Encounters

Although encountering Irek Ismaren might be possible during the time of the New Republic, he is more likely to be encountered as Lord Nyax on Coruscant before or during the Yuuzhan Vong invasion.



LORD NYAX, WHO WAS ONCE KNOWN AS IREK ISMAREN

Kueller

Kueller **CL 9**
Medium Human Jedi 9
Destiny 1; **Force** 6; **Dark Side** 12
Init +5; **Senses** Perception +10
Languages Basic

Defenses Ref 22 (flat-footed 21), Fort 26, Will 21; Block, Deflect, Dodge
hp 90; **Threshold** 26

Speed 4 squares
Melee unarmed +10 (1d6+5) or
Melee lightsaber +12 (2d8+5) or
Melee lightsaber +7/+7 (2d8+5) with Double Attack
Ranged by weapon +10
Base Atk +9; **Grp** +10
Atk Options Double Attack, Power of the Dark Side, Relentless Attack
Special Actions Force Intuition, Swift Power
Force Powers Known (Use the Force +11): *battle strike*, *dark rage*, *Force thrust*, *move object*

Abilities Str 13, Dex 13, Con 14, Int 12, Wis 12, Cha 14
Talents Block, Deflect, Force Intuition, Power of the Dark Side, Swift Power
Feats Armor Proficiency (light, medium, heavy), Double Attack, Force Sensitivity, Force Training (2), Martial Arts I, Relentless Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +11, Mechanics +10, Perception +10, Use the Force +11
Possessions lightsaber (self-built), heavy battle armor, ceremonial Hendanyn death mask, remote detonator

Born under the name Dolph on the planet Almania, Kueller is identified as being sensitive to the Force and sent to Yavin 4 to train under Luke Skywalker. After less than a year, Dolph receives the news of his parents' death by the Je'har regime, the new government on Almania. After returning to his homeworld and confirming the news, he falls to the dark side and blames the New Republic for its inaction. Seeking revenge, he dons a suit of armor along with a Hendanyn death mask and changes his name to Kueller, the name of a long-dead Almanian general. He forms an army, attracting members of the local population, and overthrows the Je'har regime.

Several months later as Kueller prepares to attack the New Republic, he encounters Brakiss, who also trained under Skywalker and was emotionally torn when forced to confront his inner demons. Kueller repairs Brakiss's damaged psyche and brings him into the fold by assigning him to supervise a droid factory on Telti. Over the next two years, Kueller sells many of his droids to the New Republic and wealthy families on Almania's moons of Pydyr and Auyemesh. After wiping out the vast majority of the population of Pydyr by detonating the droids he sold there, he consolidates his wealth and becomes Almania's undisputed ruler.

Kueller sets a trap for Luke Skywalker and lures him to Pydyr. After defeating Skywalker in a lightsaber duel on Pydyr and imprisoning him to use as bait for Leia Organa-Solo. He issues demands that he become the new leader of the New Republic after displaying footage of Luke and detonating the explosives on Auyemesh as a demonstration of his power. After the Senate issues a Vote of No Confidence in her leadership, Leia resigns her position to Mon Mothma and leads an attack force against Almania to free her brother.

Shortly after the New Republic fleet reaches Almania and engages the Almanian fleet, Leia flies to the planet's surface to free Luke, only to find that he has already escaped and is dueling Kueller. Kueller defeats the Jedi Master again and is about to strike him down when the untimely arrival of a ysalamir cancels his Force abilities. With most of his defenses down, Leia shoots and kills Kueller.

Kueller Encounters

Any heroes on Almania between 13 and 17 ABY will find Kueller as the planet's leader, rallying his people to support his campaign against the New Republic. Heroes might be dispatched to investigate sudden discord with the population of Almania or to track down a strange device found in a broken-down droid that was manufactured on Telti.



KUELLER

Massassi Abomination

Massassi Abomination **CL 10**
Medium Massassi (mutated) soldier 7/Force adept 3
Force 3; **Dark Side** 10
Init +15; **Senses** low-light vision; Perception +6
Languages Massassi

Defenses Ref 24 (flat-footed 19), Fort 24, Will 22
hp 127; **Threshold** 24

Speed 6 squares
Melee Massassi lanvarok +11* (1d8+23)
Ranged Massassi lanvarok +15 (3d4+7)
Base Atk +9; **Grp** +15
Atk Options Channel Aggression, Cleave, Devastating Attack, Power Attack
Special Actions Damage Reduction 10, Power of the Dark Side
Force Powers Known (Use the Force +10): *dark rage* (2)
Force Techniques Improved Sense Force

Abilities Str 22, Dex 20, Con 20, Int 8, Wis 12, Cha 10
Special Qualities duty bound, low-light vision, terrifying presence, warrior's awareness
Talents Channel Aggression, Damage Reduction 10, Embrace the Dark Side, Devastating Attack (simple weapons), Power of the Dark Side, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Cleave, Follow Through, Force Sensitivity[B], Force Training, Power Attack, Skill Training (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Endurance +15, **Init**iative +15, Jump +16, Use the Force +10
Possessions Massassi lanvarok

Terrifying Presence—Any enemy that starts its turn within 6 squares of one or more Massassi abominations takes a –2 penalty on attack rolls. This is a fear effect.
Duty Bound–Once per encounter, when a Massassi abomination receives a morale bonus of any kind from any source, it gains 40 bonus hit points. Bonus hit points from multiple sources do not stack and last until the end of the encounter.
Warrior's Awareness–Once per encounter, as a reaction, a Massassi abomination gains the benefit of the Uncanny Dodge I and Uncanny Dodge II talents until the beginning of its next turn.
* *Includes 4 points of Power Attack.*
[B] *Bonus feat.*

Massassi abominations are created by Exar Kun using Sith alchemy. Using primitive Massassi warriors from Yavin 4 as "stock," Exar Kun infuses his hideous creations with some of his own physical makeup.

Massassi abominations exude a raw, malign aura. Both Force-sensitive and non-Force-sensitive creatures alike are filled with fear in the presence of these creatures, although those strong in the dark side are less troubled.

Primitive and superstitious, Massassi abominations typically wield an exotic weapon known as the lanvarok, a hybrid polearm capable of making ranged attacks.

Massassi Abomination Encounters

Massassi abominations are most commonly found on Yavin 4. However, it is known that Exar Kun took several Massassi abominations with him on his journeys, making it possible that they continue to exist on other planets. During the time of the Old Republic, Massassi abominations are used as both guards in dark side temples on Yavin 4 and as shock troops, relying on their abominable presence to terrify the enemy.



A Massassi abomination (right)

Nightsister of Dathomir

Nightsister of Dathomir **CL 12**
Medium scout 7/Force adept 5
Force 6; **Dark Side** 16
Init +8; **Senses** Perception +19
Languages Basic

Defenses Ref 27 (flat-footed 25), Fort 26, Will 30
hp 86; **Threshold** 26

Speed 6 squares
Melee whip +12 (2d4+5)
Ranged by weapon +10
Reach 1 square (2 squares with whip)
Base Atk +8; **Grp** +10
Atk Options Running Attack
Special Actions Charm Beast, Damage Reduction 10, Dark Side Savant, Shake It Off
Force Powers Known (Use the Force +19): *battle strike*, *dark rage*, *Force grip*, *Force lightning*, *Force slam*, *move object*, *rebuke*, *surge*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 16, Cha 16
Talents Attune Weapon, Charm Beast, Command Beast, Damage Reduction 10, Dark Side Savant, Empower Weapon, Wild Sense
Feats Force Sensitivity, Force Training (2), Improved Defenses, Running Attack, Shake It Off, Skill Focus (Perception), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +12, Perception +19, Ride +13, Stealth +13, Survival +14, Use the Force +19
Possessions whip (attuned and empowered), Nightsister robes

Witches of Dathomir who veer too closely to the dark side are dealt with in a very simple way: They are exiled. These exiles are called Nightsisters, and they are completely shunned by the people of Dathomir. Most are left in the wilds to die, but some manage to survive. They learn to use their Force powers to thrive in the dark wilderness. However, their reliance on the dark side takes a toll on their bodies: The blood vessels burst around their eyes, giving their face a bruised, sleep-deprived cast.

A recently established prison colony on Dathomir brings the Nightsisters to the attention of Emperor Palpatine, who gauges the possibility of them being a threat to his reign. After the Emperor's rumored visit to Dathomir, an Imperial blockade is established around the planet, and all spaceworthy craft on the planet's surface are destroyed. The planet itself becomes an Imperial prison-world, and the fate of those on Dathomir remains unknown throughout the Emperor's reign. During this time, the Empire keeps a small fleet around the planet, and any traffic through the system is closely monitored.

There are rumors that a handful of Nightsisters manage to escape the blockade. They quietly move about the galaxy, looking to free their sisters from their imprisonment. Stories are told of Nightsisters looking for smugglers brave or greedy enough to run the blockade. The smugglers in these tales always seem to meet grisly ends, with the crew dead and the ship stolen. The veracity of these fringer stories are understandably hard to ascertain.

Nightsister Encounters

The Nightsisters only allow women into their ranks and rebuff any men who attempt to join. They often oppose the Sith, believing that only they truly understand the dark side fully. This philosophy might convince a Jedi to ally with the Nightsisters against the Sith, but such a alliance can only end in failure and temptation.

The heroes might encounter a Nightsister when he tries to secure passage aboard their ship. If she is rebuffed, she might try to take control of their vessel by force. The heroes might also be hired to track down a Nightsister wanted for crimes against the Empire or sought after by some other benefactor.



A NIGHTSISTER OF DATHOMIR

Prophet of the Dark Side

Prophet of the Dark Side **CL 9**
Medium human noble 9
Force 4; **Dark Side** 16
Init +10; **Senses** Perception +17
Languages Basic, Bocce, High Galactic, Huttese, 2 others

Defenses Ref 21 (flat-footed 20), Fort 19, Will 24
hp 46; **Threshold** 19

Speed 6 squares
Melee lightsaber +7 (2d8+3)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Atk Options Melee Defense
Special Actions Motion of the Future, Swift Power
Force Powers Known (Use the Force +17): *farseeing* (2), *Force storm* (2), *mind trick*, *move object*, *rebuke* (2)

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 16
Talents Force Perception, Motion of the Future, Power of the Dark Side, Swift Power, Visions
Feats Force Sensitivity, Force Training (2), Linguist, Melee Defense, Skill Focus (Deception, Knowledge [galactic lore], Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Gather Information +12, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +16, Perception +17, Persuasion +12, Pilot +10, Use Computer +11, Use the Force +17
Possessions lightsaber, dark robes

It is a common misconception within the greater galactic community that all of the Jedi are wiped out by the infamous Order 66. While this eliminates the bulk of the Jedi Order, the Sith Lord known as Darth Sidious knows that he cannot wipe out the Jedi with a single decisive blow. He plots the extermination of the remaining Jedi by forming a group he calls the Prophets of the Dark Side.

Palpatine uses various agents to seek out disgruntled Force-users tempted by the dark side. He eliminates the ones that could become rivals but spares the handful who demonstrate an aptitude for prophecy or *farseeing*. He gathers these Force-sensitive fortune tellers, some of them former Jedi, and gives them a new mission. They are to use their gifts to protect the Empire from unknown threats and to help Lord Vader hunt down the remaining Jedi. Palpatine entrusts these seers to two of his closest agents, Jedgar and Kadann.

The Prophets of the Dark Side seek out others like themselves—beings sensitive to the Force who might aid the Emperor's quest to bring order to the galaxy. Those who cannot be molded into Prophets are trained to become other dark side servants. If they resist the wiles of the Prophets, they are eliminated. In fact, their gift for prophecy snuffs out quite a few bright lights in an otherwise dark time.

Much as Darth Sidious operates for years under the watch of the Jedi, so do the Prophets act within the Empire. Secretive and hidden from view, they have access to the highest levels of Imperial Intelligence and consult with Lord Vader himself. Troublesome individuals who appear in their visions are visited by an Emperor's Hand and dealt with accordingly. Although various Moffs are aware of the existence of the group, most of them dismiss the Prophets as sycophants and bootlicking political advisors of the Emperor.

Prophets of the Dark Side Encounters

The Prophets operate during the reign of Emperor Palpatine, but they cling to the shadows and rarely make their presence known. The are visionaries who settle the fates of individuals. The heroes might oppose the Prophets when they are assigned to eliminate one or more of them, to keep Force-users hidden from Darth Vader and the Emperor.



A Prophet of the Dark Side, Kadann

Sedriss

Sedriss **CL 14**
Medium Human soldier 6/Jedi* 2/Force adept 6
Destiny 1; **Force** 6; **Dark Side** 14
Init +8; **Senses** Perception +8
Languages Basic, Sith

Defenses Ref 28 (flat-footed 27), Fort 29, Will 30; Deflect
hp 126; **Threshold** 29

Speed 6 squares
Melee lightsaber +15 (2d8+11)
Ranged by weapon +13
Base Atk +12; **Grp** +14
Atk Options Channel Aggression, Cleave, Power Attack
Special Actions Channel Anger, Embrace the Dark Side, Unswerving Loyalty
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force grip, Force slam, mind trick, move object*
Force Techniques Force Point Recovery (2), Improved Sense Force

Abilities Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 13
Talents Armored Defense, Channel Aggression, Channel Anger, Deflect, Embrace the Dark Side, Improved Armored Defense, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium, heavy), Cleave, Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Unswerving Loyalty, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Knowledge (galactic lore) +13, Mechanics +13, Pilot +13, Use Computer +13, Use the Force +13
Possessions lightsaber
** Sedriss is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Before changing his name to Sedriss, the Human known as Qaga Lok serves Imperial Intelligence as a gun-for-hire. However, he proves insubordinate, ends up killing a few Imperial agents, and is marked for death. When members of the Inquisitorium learn that he is Force-sensitive, Qaga Lok's life is spared and he is brought before Emperor Palpatine. Subjected to the Emperor's unique style of persuasion, Qaga Lok vows to serve Palpatine for the rest of his life and changes his name to Sedriss.

Sedriss completes extensive training under the Emperor, learning to master his Force abilities. When the Emperor dies at the Battle of Endor, Sedriss flees to Byss. While on Byss, Sedriss takes command of the planet's military defenses even as other Imperial military commanders fight among themselves to replace Palpatine as the new Emperor. Five years after the Battle of Endor, a clone of Palpatine arrives on Byss, and Sedriss helps the Emperor regain his strength. Palpatine rewards him by making Sedriss his Executor, charged with ensuring that nobody else gains control of the clone vats and prevents the Emperor from returning again.

Shortly after regaining his health, the Emperor prepares to execute Operation Shadow Hand to recapture his throne. When the Emperor is killed aboard the *Eclipse*, Sedriss takes over the operation. He returns to Byss and kills two treacherous courtesans attempting to destroy the Emperor's clone bodies. The last of the Emperor's clones orders Sedriss to bring Luke Skywalker to Byss alive. Sedriss eventually tracks Luke to Ossus, only to be killed by Jedi Master Ood Bnar.

Sedriss Encounters

Reaching Sedriss on the Deep Core world of Byss is virtually impossible. However, after the Battle of Endor his influence is far-reaching, particularly during the execution of Operation Shadow Hand. Heroes might come to Sedriss's attention after foiling Imperial plans to seize weapons and production plants on various worlds. However, Sedriss is more likely to send agents after them than deal with the heroes personally.



SEDRISS

Shadow Academy Student

Junior Student of the Shadow Academy **CL 2**
Medium Human Jedi 2
Force 3; **Dark Side** 4
Init +2; **Senses** Perception +1
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 14, Will 13; Deflect
hp 38; **Threshold** 14

Speed 6 squares
Melee lightsaber +3 (2d8+1)
Ranged by weapon +3
Base Atk +2; **Grp** +2
Special Actions Quick Draw[H]
Force Powers Known (Use the Force +7): *battle strike*

Abilities Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 12
Talents Deflect
Feats Force Sensitivity, Force Training, Quick Draw[H], Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +7, Endurance +7[H], Use the Force +7
Possessions lightsaber, dark-colored Jedi robes
[H] *Human bonus trained skill or feat.*

Senior Student of the Shadow Academy **CL 6**
Medium Human Jedi 6
Force 4; **Dark Side** 6
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 18, Will 17; Deflect
hp 62; **Threshold** 18

Speed 6 squares
Melee lightsaber +8 (2d8+6)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Special Actions Quick Draw[H]
Force Powers Known (Use the Force +9): *battle strike, dark rage, Force thrust*

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 13
Talents Deflect, Force Intuition
Feats Force Sensitivity, Force Training (3), Quick Draw[H], Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Weapon Specialization (lightsabers)
Skills Acrobatics +9, Endurance +9[H], Use the Force +9
Possessions lightsaber, dark-colored Jedi robes
[H] *Human bonus trained skill or feat.*

One of Luke Skywalker's early failures as leader of the New Jedi Order is Brakiss. The young student's fall to the dark side of the Force forces him to leave the academy and pursue training elsewhere. With the assistance of a group of witches from the Nightsister clan of Dathomir, Brakiss establishes the Shadow Academy for the Second Imperium.

The Shadow Academy becomes the dark side equivalent of Skywalker's Jedi Praxeum on Yavin 4. Unlike the doctrines of the Nightsisters, the Shadow Academy allows both male and female members. The students undergo a rigorous training regime to push them toward graduating as full-fledged Dark Jedi, ready to fight and eliminate the Jedi under Skywalker's tutelage.

The students of the Shadow Academy serve to defend their school, much like the Jedi students on Yavin 4, as well as help achieve the goals of their masters, Brakiss and Tamith Kai. Time and again, Brakiss uses his students as pawns in his plans to eradicate the Jedi.

The students of the Shadow Academy harass Skywalker and his students for several years through one plan or another. However, much of the influence of the Shadow Academy comes to a close after the destruction of the space station where it is housed, and Brakiss's subsequent death aboard it. Many students survive the station's destruction by being elsewhere at the time and pursue the secrets of the dark side on their own.

Shadow Academy Student Encounters

The students of the Shadow Academy provide a good supply of low-level Dark Jedi to throw at heroes during the New Republic era and can provide a legitimate source of future villains in campaigns set during the Yuuzhan Vong invasion and the Legacy era (the period before, during, and after the Sith-Imperial War).



A STUDENT OF THE SHADOW ACADEMY

Sorcerer of Tund

Sorcerer of Tund **CL 11**
Diminutive Croke noble 7/Force adept 4
Force 4; **Dark Side** 10
Init +3; **Senses** Perception +13
Languages Basic, Croke, 7 others

Defenses Ref 27 (flat-footed 27), Fort 21, Will 29
hp 35; **Threshold** 21
Immune vacuum

Speed 4 squares
Base Atk +8; **Grp** -11
Atk Options Melee Defense
Special Actions Equilibrium, illusory form
Force Powers Known (Use the Force +19): *farseeing*, *Force slam*, *Force stun* (2), *Force thrust*, *mind trick* (3), *move object* (3), *rebuke*
Force Techniques Improved Move Light Object, Improved Telepathy

Abilities Str 2, Dex 6, Con 6, Int 16, Wis 16, Cha 18
Special Qualities illusory form
Talents Equilibrium, Force Perception, Force Power Adept, Force Talisman, Telekinetic Power, Visions
Feats Force Sensitivity, Force Training (3), Improved Defenses, Melee Defense, Skill Focus (Deception, Knowledge [galactic lore], Use the Force), Linguist, Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +14, Knowledge (galactic lore) +18, Knowledge (life sciences) +13, Knowledge (physical sciences) +13, Knowledge (social sciences) +13, Perception +13, Persuasion +14, Use the Force +19
Possessions Force talisman

Illusory Form—A Croke can hide its true appearance behind an illusion. As a swift action, it can appear as a Small or Medium creature that can vary in appearance depending on who views it, and it can maintain this illusion indefinitely. The illusion has no effect on the Croke's statistics. A creature can pierce the illusion by making a Perception or Use the Force check against the Croke's Will Defense as a standard action, but only while the Croke is stunned or unconscious. The illusion otherwise looks and feels absolutely real.

The Sorcerers of Tund are powerful Force-users who view the Force as a form of magic, studying and practicing their art within monastic enclaves on their backwater planet. The Jedi maintain relations with the Sorcerers of Tund, watching their progress to ensure that they do not fall to the power of the dark side. Over time, other pressing matters distract the Jedi, who send fewer representatives to Tund. The Sorcerers begin to use the Force without observation, and some of them fall to the dark side.

The Sorcerers of Tund seem to include a variety of species. In reality, all Sorcerers of Tund belong to a species called the Croke, who possess the ability to cloak themselves in a powerful illusion. Croke are actually diminutive snaillike creatures, easily held in the hand of a Human. They make up for their small size with their mastery of the Force.

Sorcerers of Tund Encounters

The Sorcerers of Tund make excellent villains but are not themselves Sith. Shrouded in mystery and the trappings of magic, the Sorcerers work well in campaigns that emphasize the supernatural side of the Force. They are expert liars and maintain dozens of different aliases and disguises, all used for their own secret agendas. While the Sorcerers of Tund are no match physically in a fight, their command of the Force makes them threats to be reckoned with.



Sorcerer of Tund

Tamith Kai

Tamith Kai **CL 10**
Medium Human scout 7/Force adept 3
Destiny 1; **Force** 5; **Dark Side** 10
Init +7; **Senses** Perception +6
Languages Basic, Paecian

Defenses Ref 25 (flat-footed 23), Fort 24, Will 25; Dodge, Evasion
hp 71; **Threshold** 24

Speed 8 squares; Surefooted
Melee unarmed +9 (1d6+7) or
Melee whip* +9 (2d4+7)
Ranged blaster pistol +9 (3d6+5)
Reach 1 square (2 squares with whip)
Base Atk +7; **Grp** +9
Special Actions Adept Spellcaster, Charm Beast, Extreme Effort
Force Powers Known (Use the Force +11): *dark rage, Force grip, Force slam, Force storm, mind trick, move object*
Force Techniques Force Power Mastery (*move object*)

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 12
Talents Adept Spellcaster, Charm Beast, Evasion, Extreme Effort, Long Stride, Surefooted
Feats Dodge, Force Sensitivity, Force Training (3), Martial Arts I, Skill Focus (Climb, Ride), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12, Jump +12, Knowledge (life sciences) +10, Ride +12, Survival +11, Use the Force +11
Possessions blaster pistol, whip

After Gethzerion, an exiled Nightsister of Dathomir, is killed aboard her transport by two of Warlord Zsinj's Star Destroyers, her Nightsister followers are left directionless, prompting them to return to Dathomir to seek redemption. Some of them fail in their quest and are exiled again after a few years. They form a new Nightsister clan, using Gethzerion's *Book of Shadows* to guide them philosophically. To ensure their survival, they forge alliances and even allow men to learn their secrets.

One of these new Nightsisters is Tamith Kai. After creating a pact with the Second Imperium, Kai volunteers to serve as a liaison between the Second Imperium and the Nightsisters and assists Brakiss with running the Shadow Academy. Brakiss would identify students in need of discipline before turning them over to Kai to handle.

One student assigned to Kai is Lowbacca. Kai decides to take advantage of the young Wookiee's short temper and use it to fuel his hatred, thus expediting his fall to the dark side. Her teaching methods are vicious but highly effective. Though the plan seems to work for a while, it ultimately backfires. Lowbacca ceases to trust her, and before long he's rescued from the Shadow Academy by Luke Skywalker and his fellow Jedi.

A short time later, Tamith Kai leads a direct assault on the Jedi Praxeum on Yavin 4, where she falls in a duel against Tenel Ka, one of Luke Skywalker's students.

Tamith Kai Encounters

Although she acts as Brakiss's assistant at the Shadow Academy, Kai is more visible than her leader, mainly due to her position as field commander when the students of the Shadow Academy venture forth to enact the plans devised by their master. She always has at least two senior students with her, usually the ones she trusts the most to protect her from harm.



TAMITH KAI

XANATOS

Xanatos **CL 9**
Medium Human noble 4/Jedi 3/crime lord 2
Force 5; **Dark Side** 8
Init +9; **Senses** Perception +10
Languages Basic, Binary, Huttese, Mon Calamarian, Quarrenese, Rodese, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 21), Fort 20, Will 24
hp 56; **Threshold** 20

Speed 6 squares
Melee lightsaber +8 (2d8+5)
Ranged hold-out blaster +8 (3d4+4)
Base Atk +7; **Grp** +8
Force Powers Known (Use the Force +12): *mind trick, move object*

Abilities Str 12, Dex 11, Con 10, Int 17, Wis 13, Cha 16
Talents Adept Negotiator, Attract Minion, Connections, Educated, Impel Ally, Master Negotiator
Feats Force Boon, Force Sensitivity, Force Training, Linguist, Quick Draw, Skill Training (Use the Force), Strong in the Force, Weapon Proficiencies (pistols, simple weapons, lightsabers)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +12, Initiative +9, Perception +10, Persuasion +12, Pilot +9, Ride +9, Treat Injury +10, Use Computer +12, Use the Force +12
Possessions lightsaber, hold-out blaster, fine clothes

Xanatos is the eldest child of Crion, a politician on the planet Talos IV. The young boy proves strong in the Force, a fact that Qui-Gon Jinn notices during a mission to the world. He encourages Crion to let the boy go to study the ways of the Jedi at the Temple on Coruscant. Crion agrees, knowing that having a son who could influence the Jedi Council might someday help his political career. However, the boy does not want to go. These seeds of resentment are planted early and, while Xanatos takes to the Jedi training, he blames Qui-Gon Jinn for forcing upon him a destiny he never wanted.

The time comes when Xanatos is ready to become a Jedi Knight. He accompanies Qui-Gon back to Talos IV to settle a civil war initiated by his father, now governor of the planet. Settling the dispute is the young Jedi's final test. Unfortunately, the son remains loyal to his father, siding with him in the conflict.

Qui-Gon is forced to kill Crion and leave Xanatos behind. Xanatos vows revenge against his former master and the Jedi Council. He scars himself with his father's ring and uses this scar as the symbol for the Offworld Corporation. The former Jedi relies on his father's former connections, his own training in the Force, and devious manipulation to build a power base. Xanatos availed himself on every opportunity to strike at the Jedi, his former master, and Qui-Gon's new Padawan, Obi-Wan Kenobi. Yet for all his plotting, Xanatos is revered on Talos IV as a hero and a great leader.

Xanatos Encounters

Xanatos failed as a Jedi, and though he has never been attracted to the Sith tradition, his Force abilities compliment his scheming nature. He works best as a puppet-master, hiring other, lower-level characters to do is bidding while keeping his hands clean. His undermines the efforts of the Jedi Order in subtle ways while remaining a "man of the people" on his homeworld of Talos IV. While he has some combat skill, he is not the type of villain to square off in a lightsaber duel. Xanatos values his own life too greatly and would rather flee to the nearest escape pod and live to plot another day.



XANATOS

Beasts

The following section presents a menagerie of dangerous beasts, all of which have some connection to the Force (and, in many cases, the dark side of the Force). The Gamemaster can use these creatures to populate worlds and locations visited by the heroes during their adventures. The beasts included here are designed to challenge heroes of every level.

Although some beasts, such as the Dxun tomb beast and the shyrack, are associated with specific locations, a Gamemaster need only change a beast's name to use it anywhere he or she wants. For example, a Dxun tomb beast could be renamed the "shadow stalker" and encountered in a ruin on the planet Ossus or anywhere else the Gamemaster wishes.

Battle Hydra

Battle Hydra, Two-Headed **CL 9**

Large airborne beast 9

Init +15 (roll twice, keep the better result); **Senses** low-light vision, Perception +9

Defenses Ref 30 (flat-footed 23), Fort 22, Will 19

hp 67; **DR** 5; **Threshold** 27

Speed 6 squares, fly 10 squares

Melee 2 bites +12 (1d8+7) and 2 claws +12 (1d6+7) or

Melee sting +12 (1d6+7 plus poison)

Fighting Space 2×2; **Reach** 1 square (2 squares with sting)

Base Atk +6; **Grp** +14

Atk Options poison, Running Attack

Abilities Str 17, Dex 24, Con 16, Int 2, Wis 10, Cha 13

Special Qualities low-light vision

Feats Running Attack, Skill Training (Initiative), Weapon Finesse

Skills Initiative +15 (roll twice, keep the better result), Perception +9

Dual Mind—Whenever an effect targets the battle hydra's Will Defense, the originator of the effect must roll twice and take the lower result.

Poison—If the battle hydra's sting deals damage to a living target, make a follow-up attack roll (1d20+9) against the target's Fortitude Defense. On a hit, the target takes 3d6 points of damage and moves -1 step down the condition track. The poison attacks each round at the start of the battle hydra's turn until cured with a successful DC 15 Treat Injury check.

A BATTLE HYDRA



Battle hydras are the result of Sith Lord Exar Kun's experimentation with Sith alchemy. Battle hydras usually have two heads, although varieties with more than two heads are also possible. In addition to their multiple heads, battle hydras have leathery wings and a whiplike tail ending in a barbed stinger that drips with poison. The skin of a battle hydra is infused with ancient Sith alloys, granting damage reduction.

Battle hydras spend most of their time aloft, riding thermal currents in search of prey or threats. When something is spotted, the battle hydra dives through the air, attacking with its teeth, claws, and poisoned stinger. Once prey succumbs to its attacks or poison, it scoops up the corpse and hauls it back to its lair, where it is torn apart and devoured.

Battle hydras are susceptible to the commands of Force-sensitive dark siders, many of whom use battle hydras as their own personal shocktroopers.

Battle Hydra Encounters

Battle hydras are most commonly encountered on Yavin 4, where they prowl the skies above its steamy jungles. However, Exar Kun traveled far and wide, and it's possible that they might be found anywhere that has an abundant food supply. Battle hydras are particularly attracted to sites closely connected to the dark side, perhaps drawing some kind of sustenance from them. A dark side character looking to acquire a battle hydra minion usually seeks out these sinister places, knowing that battle hydras are likely to be found nearby.

Beck-tori

Beck-tori **CL 13**
Huge aquatic beast 13
Force 2
Init +11; **Senses** low-light vision, Perception +5

Defenses Ref 30 (flat-footed 30), Fort 28, Will 22
hp 123, fast healing 5; **Threshold** 38

Speed 6 squares, swim 8 squares
Melee bite +15 (2d6+12)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +25
Atk Options Crush, devour, Pin
Force Powers Known (Use the Force +12): *battle strike* (2)

Abilities Str 22, Dex 10, Con 20, Int 2, Wis 12, Cha 12
Special Qualities fast healing 5, low-light vision
Feats Crush, Force Sensitivity[B], Force Training, Pin, Skill Training (Initiative, Survival)
Skills Initiative +12, Survival +12, Use the Force +12

Devour—If a beck-tori hits with its bite attack against a Large or smaller opponent, it can make a grapple check (+15) as a free action. If the grapple check succeeds, the beck-tori begins devouring its target. The creature being devoured takes 1d8+12 points of damage each round at the start of its turn, before it takes any actions. When the creature reaches 0 hit points, it is swallowed by the beck-tori and continues to take 1d6 points of acid damage each round at the start of its turn. The beck-tori cannot make bite attacks until it releases the creature (a free action) or swallows it.

Fast Healing 5—A beck-tori regains 5 hit points every round at the end of its turn, up to normal maximum, until it is killed.

[B] *Bonus feat.*

Beck-tori are aquatic, Force-sensitive parasites that grow to extreme size. A beck-tori resembles a flat, elongated leech, with a raspy underside covered in spines used to flay flesh. The beck-tori uses the corpse of its prey as a host for its eggs. When they hatch, beck-tori larvae pose little threat. Left undisturbed, however, beck-tori can live for centuries and grow that entire time. Colossal beck-tori have been spotted on water-rich planets such as Naboo and are grave threats to any seafaring community. An accidental infestation on Mon Calamari decimated entire ecosystems and took nearly 50 years to repair. They are brutish, aggressive creatures that blindly attack anything that moves. Reports indicate that beck-tori even assault boats or repulsorlift craft that skim too closely to the surface.

Beck-tori use their Force abilities to sense prey and bolster their fighting prowess. They are subconsciously drawn to other Force-sensitive creatures, making them dangerous opponents against Jedi.

Beck-tori Encounters

Beck-tori are usually found in aquatic environments, where their ability to use the Force throws an added twist to the hazards in or near water. The beck-tori shown here represents a healthy adult, which is usually more than a match for any opponent. Juveniles are typically Medium size, and ancient beck-tori are Gargantuan or bigger.



Beck-tori

Chrysalis Beast (Template)

Research into Sith holocrons and archaeological expeditions to known Sith worlds such as Korriban have uncovered secrets about chrysalides, or chrysalis beasts, originally thought lost to time.

Among those Sith known to create and deploy chrysalis beasts is Emperor Palpatine. He did so at his Imperial citadel on Byss. Prior to this, chrysalis beasts were widely used in the early days of the Sith Empire as pets and guardians for high-ranking officials and powerful nobles. Although Palpatine transformed rancors for his own use, findings tell of other creatures being changed through Sith alchemy to become chrysalis beasts, including gundarks, katarns, and vornskrs.

Observations of chrysalis beasts in action indicate that they are vicious predators that relentlessly attack anything in sight.

Modifications

To create a chrysalis beast, make the following changes to an existing creature (referred to as the base creature).

Challenge Level: Increase the base creature's CL by 2.

Size: Increase the size of the base creature by one size category. Adjust the creature's Strength, Constitution, Reflex Defense, Stealth skill modifier, damage threshold, and carrying capacity accordingly, based on Table 16-2: Size Modifiers on page 274 of the Saga Edition core rulebook. If the base creature is Colossal, its size category remains Colossal; however, increase its Strength and Constitution by 8 and its damage threshold by 50, and double its height or length.

Hit Points: Increase the base creature's hit points by 25%.

Damage Reduction: Increase the base creature's DR by 4 or to 10, whichever is higher.

Speed: Increase all of the creature's speeds by 2 squares.

Fighting Space: Increase the base creature's fighting space based on its adjusted size: Large, 2×2; Huge, 3×3; Gargantuan, 4×4; Colossal, 6×6.

Reach: Increase the creature's reach by 1 square.

Special Qualities: The chrysalis beast gains the following special qualities.

Vicious Natural Weapons: Each of the base creature's natural weapons deals an extra die of damage.

Terrifying Presence: Any enemy that starts its turn within 6 squares of one or more chrysalis beasts takes a –2 penalty on attack rolls. This is a fear effect.

The following is an example of a chrysalis beast, created by adding the chrysalis beast template to a rancor.

Chrysalis Rancor **CL 13**
Gargantuan beast 12
Init +7; **Senses** low-light vision, Perception +9

Defenses Ref 16 (flat-footed 15), Fort 20, Will 8
hp 219, fast healing 5; **DR** 10; **Threshold** 40

Speed 10 squares
Melee 2 claws +16* (2d8+25) or
Melee bite +16* (3d6+25)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +37
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 34, Dex 13, Con 31, Int 2, Wis 7, Cha 15
Special Qualities fast healing 5, terrifying presence
Feats Cleave, Crush, Pin, Power Attack, Toughness
Skills Perception +9

Terrifying Presence—Any enemy that starts its turn within 6 squares of one or more chrysalis rancors takes a –2 penalty on attack rolls. This is a fear effect.

* *Includes 6 points of Power Attack.*



A CHRYSALIS RANCOR

Derriphan

Derriphan **CL 9**
Tiny airborne beast 8
Dark Side 16
Init +8 (can reroll, must keep second result); **Senses** darkvision, Perception +7

Defenses Ref 17 (flat-footed 13), Fort 11, Will 14
hp 36; **DR** 10/Force; **Threshold** 11
Immune fear effects, mind-affecting effects

Speed fly 8 squares (hover)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +0
Force Powers Known (Use the Force +8): *Force grip*, *Force slam*, *mind trick*

Abilities Str 6, Dex 18, Con 10, Int 2, Wis 16, Cha 8
Special Qualities consume Force, dark backlash, possession
Feats Force Sensitivity, Force Training, Improved Defenses
Skills Initiative +8 (can reroll, must keep second result), Stealth +8, Use the Force +8

Consume Force—Whenever a derriphan is targeted by a Force power without the *[light side]* descriptor, it immediately regains one spent Force power as a reaction.

Dark Backlash—Whenever a derriphan is targeted by a Force power with the *[mind-affecting]* descriptor, the creature activating that Force power immediately takes 3d8 points of Force damage.

Possession–As a standard action, a derriphan can attempt to possess the body of an adjacent creature. The derriphan makes an attack (1d20+9) against the Reflex Defense of the target; if the attack succeeds, the derriphan enters the target's body. Once inside, the derriphan cannot be targeted by attacks or skill checks. Each round on its turn, the derriphan makes a single attack (1d20+9) against the possessed creature's Will Defense; a successful attack deals 3d8 points of Force damage to the target, and a failed attack deals half damage. If the target is reduced to 0 hit points by this attack, the derriphan seizes mental control of the creature, restoring it to full hit points. While the derriphan possesses a creature, the derriphan controls all of its actions. The derriphan-possessed creature has access to the derriphan's Force suite in addition to its own Force suite. The derriphan uses whichever Use the Force skill bonus is higher, either its bonus or its host's bonus, and the derriphan-possessed creature's Dark Side Score equals its Wisdom score for as long as it is possessed. If a derriphan-possessed creature is reduced to 0 hit points, the derriphan exits that body as a reaction, appearing in an adjacent square of its choosing.

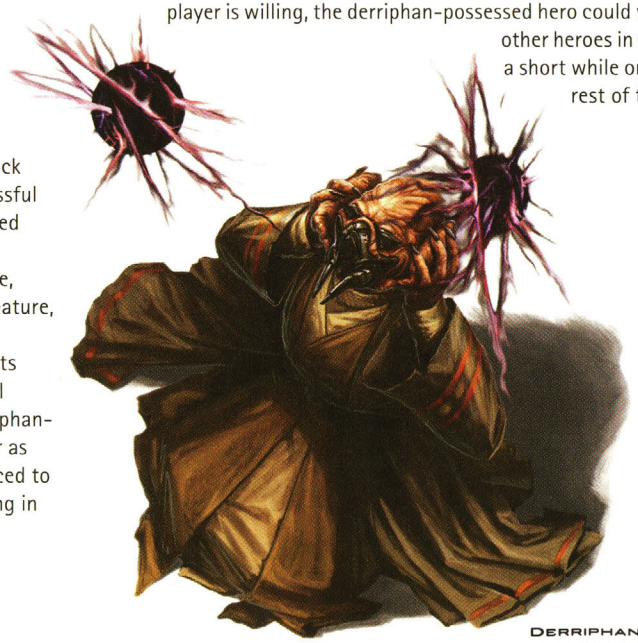
Many consider the derriphan a mythical creature, while others assume it went extinct before the Great Sith War. In truth, it still survives in the darkest corners of the galaxy. A semi-corporeal creature that is a physical manifestation of dark side energies, the derriphan is thought to have originated in the Deep Core, near the center of the galaxy on worlds whose suns burned out eons ago. The derriphan is, in a literal sense, the dark side of the Force given physical form; much as the dark side can influence physical sites, the derriphan was likely once a living creature consumed by the dark side and transformed.

What makes the derriphan so dangerous is its ability to temporarily convert itself fully into dark side energy. When it does so, the derriphan enters the body of another creature, feeding on its life force and seizing control of its mind. Some Jedi speculate that there are far more derriphan in the galaxy than most suspect, and that the majority of derriphans reside within host bodies, making them impossible to detect. Since derriphans are strongly drawn to creatures sensitive to the Force, many believe that some powerful Dark Jedi were not seduced to the dark side but rather possessed by derriphans, though the Jedi Council dismisses this theory as little more than an excuse to defend the Dark Jedi against their own actions.

Derriphan Encounters

Derriphans are rarely encountered openly, at least initially. It is more likely that a derriphan will reveal itself after casting off its host. Perhaps a Sith apprentice opposed to the heroes is actually under the control of a derriphan, and once the derriphan is defeated, the apprentice is free of its dark side influence.

If and when a derriphan possesses a hero, the Gamemaster should consult with the player of that character to determine how to proceed. If the player is willing, the derriphan-possessed hero could work against the other heroes in secret, either for a short while or throughout the rest of the campaign.



DERRIPHANS ATTEMPT TO SEIZE CONTROL OF A KEL DOR JEDI.

Droch

Droch **CL 1**
Diminutive beast 1
Init +5; **Senses** darkvision, Perception –1
Defenses Ref 18 (flat-footed 13), Fort 11, Will 10
hp 4; **Threshold** 11

Speed 6 squares
Melee bite +1 (1d4 plus burrow)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –14

Abilities Str 2, Dex 20, Con 10, Int 1, Wis 9, Cha 2
Special Qualities light susceptibility
Feats Skill Focus (Stealth), Weapon Finesse (bite)
Skills Stealth +20

Light Susceptibility—When exposed to light, a droch moves –2 persistent steps down the condition track. This persistent condition is removed the moment the droch is no longer exposed to the light.
Burrow—When a droch hits with its bite attack, it makes a free attack against the target's Fortitude Defense. On a success, the droch burrows into the target's flesh, infecting the target with death seed plague (see below). A burrowed droch can be removed with a successful DC 25 Treat Injury check. A creature infected with death seed plague moves –1 persistent step down the condition track and takes a –5 penalty to its Fortitude Defense. If the initial attack is successful, the attack occurs again each day the disease remains untreated (the penalty to Fortitude defense is not cumulative). If the plague moves the creature to the bottom of the condition track, the creature dies. The persistent condition remains as long as the disease is untreated, and treating the disease requires a successful DC 25 Treat Injury check. Using a bacta tank reduces the Treat Injury DC to 15.

Droch Swarm **CL 3**
Tiny beast 1
Init +5; **Senses** darkvision, Perception –1
Defenses Ref 18 (flat-footed 13), Fort 11, Will 10
hp 8; **Threshold** 21

Speed 6 squares
Melee bite +1 (1d4 plus burrow)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –14

Abilities Str 2, Dex 20, Con 10, Int 1, Wis 9, Cha 2
Special Qualities light susceptibility, swarm traits
Feats Skill Focus (Stealth), Weapon Finesse (bite)
Skills Stealth +20

Light Susceptibility—When exposed to light, a droch swarm moves –2 persistent steps down the condition track. This persistent condition is removed the moment the swarm is no longer exposed to the light.
Burrow—When a droch swarm hits with its bite attack, it uses the burrow ability as per the Droch ability of the same name.

Droch are plague-bearing insects from the planet Nam Chorios. Droch detest light from any source. When exposed, they become sluggish and infertile. The moment they are returned to darkness, however, they move quickly and reproduce at an alarming rate. As if this weren't bad enough, a droch has the ability to burrow inside a host, rapidly killing it from the inside. The corpse then becomes a safe lair and a source of food for the droch and its brood.

Droch Encounters

Droch can be found almost anywhere, including abandoned buildings, tunnels, and starships, provided the area is completely dark and there is access to food. For thousands of years, strict guidelines have been in place to keep droch from spreading, but even draconian measures have not been sufficient to completely wipe out this dangerous vermin. A ship that has been exposed to a droch infestation is usually blasted out of space before it can reach port.



DROCH

Dxun Tomb Beast

Dxun Tomb Beast **CL 8**
Large subterranean beast 7
Init +4; **Senses** darkvision, Perception +5

Defenses Ref 17 (flat-footed 16), Fort 15, Will 12
hp 67; **Threshold** 20

Speed 8 squares
Melee gore +12* (1d8+17) with Powerful Charge or
Melee bite +12 (1d8+10) and
2 claws +12 (1d6+10)
Fighting Space 2×2; **Reach** 1 square
Base Atk +5; **Grp** +17
Atk Options Power Attack, Powerful Charge
Special Actions dark saturation, mutant rage, shadow cloak

Abilities Str 25, Dex 12, Con 21, Int 2, Wis 14, Cha 13
Special Qualities darkvision, shadow cloak
Feats Power Attack, Powerful Charge, Skill Focus (Stealth)
Skills Stealth +9

Dark Saturation—Once per encounter as a free action, a Dxun tomb beast can infect a target that it has just damaged with the dark side. Treat this as Sith poison (see page 69).

Mutant Rage—Once per encounter as a swift action, a Dxun tomb beast can enter a rage, gaining a +4 rage bonus on melee attack rolls and melee damage rolls until the end of its turn.

Shadow Cloak—As a standard action, a Dxun tomb beast can surround itself with dark shadows, gaining total concealment from all targets until it makes an attack or until the end of its next turn, whichever comes first.

* *Includes 4 points of Power Attack.*

After the destruction of Freedon Nadd, Jedi Master Arca Jeth is faced with a problem. He knows that any location where Nadd's remains are interred will be twisted by the dark side, but hiding the remains in an isolated place meant that Nadd could someday be rediscovered and reborn. Luckily, Arca finds a solution in one of the moons of the Onderon system. Known as the beast moon or the demon moon, Dxun is a hostile place that deters trespassers, yet is closely monitored by the Jedi.

The dark side energies pouring out of Freedon Nadd's tomb took one of Dxun's deadliest predators and made it even more dangerous, giving rise to what Jedi refer to as the Dxun tomb beast. A jagged horn juts from just below the creature's lower jaw, and the beast uses this horn to impale prey. It often hunts the cliffs near the tomb, jumping down upon unsuspecting trespassers and spiking them with this horn. The beast then uses its claws and teeth to tear flesh while toxic bacteria infect the wound.

Dxun Tomb Beast Encounters

Tomb beasts are fiercely territorial and remarkably cunning. They defend their nests to the death and mate for life. Parents force their young out into the world soon after the young beasts have made their first kill. Attempts to breed tomb beasts offworld have proven unsuccessful. The creatures thrive in the dark side energies of Dxun. Yet many unsavory offworlders continue to capture these beasts, eager for a deadly pet or status symbol. Much as a blue milk run is seen as an easy job with many benefits and few dangers, a Dxun egg run is just the opposite. In fact, if a smuggler is sent on a Dxun egg run, chances are the time to pay back his loan has run out.



Dxun Tomb Beast

Hssiss (Dark Side Dragon)

Hssiss **CL 5**
Large aquatic beast 5
Init +4; **Senses** low-light vision, Perception +3

Defenses Ref 20 (flat-footed 18), Fort 19, Will 15
hp 47; **Threshold** 24

Speed 8 squares, swim 8 squares
Melee bite +6* (1d8+11 plus Improved Grab) and
2 claws +6* each (1d6+11)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +14
Atk Options Pin, Power Attack

Abilities Str 22, Dex 14, Con 20, Int 2, Wis 12, Cha 10
Special Qualities drag away, improved grab, low-light vision
Feats Pin, Power Attack
Skills Stealth +9

Drag Away—Whenever a hssiss successfully pins a target using the Pin feat, it can immediately move its speed as a free action and pull the target along with it. The target ends its movement in a space adjacent to (and chosen by) the hssiss. This movement does not provoke attacks of opportunity.

Improved Grab—Whenever a hssiss hits a target with its bite attack, the target is automatically grabbed.

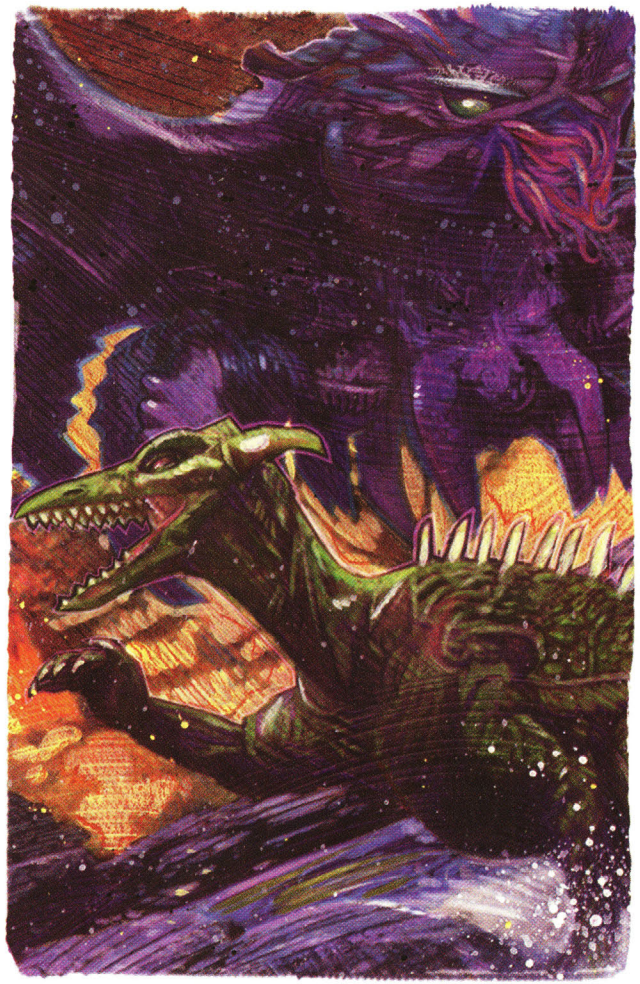
* *Includes 3 points of Power Attack.*

Hssiss are savage, crocodilian predators transformed into abominations by the dark side energies of a slain dark sider. The transformation is never instantaneous but comes as a result of lingering dark energies tainting the creatures' habitat. Hutt crime lords sell captured hssiss to collectors and the occasional dark side devotee. Many have escaped capture or been released back into the wilderness, spreading their numbers throughout the galaxy. The Jedi refer to hssiss as "dark side dragons."

Hssiss bear few of the markings common to most abominations affected by the dark side. They are fierce, predatory beasts, with thick scaly green hides and long tails used for balance. Low slung and muscular, they excel at lurking just beneath the water's edge, their eyes rimmed with prominent horns and watching for the next meal. A hssiss uses its powerful bite to hold struggling prey in place while it rips it apart with razor sharp claws.

Hssiss Encounters

Hssiss inhabit swamps, marshes, and wetlands and are usually found at the top of the local food chain. Hssiss are drawn to the dark side locations that spawned them and can cluster in impressive numbers. Crime lords and dark siders also buy or round up hssiss for use as guard beasts, fodder for gladiatorial arenas, or pets.



Hssiss

Marsh Haunt

Marsh Haunt **CL 11**
Huge aquatic beast 11
Force 3
Init +5; **Senses** low-light vision, Perception +12

Defenses Ref 23 (flat-footed 23), Fort 28, Will 23
hp 126; **Threshold** 38

Speed 8 squares
Melee slam +13* (1d8+20)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +8; **Grp** +28
Atk Options Mighty Swing, Power Attack
Force Powers Known (Use the Force +10): *battle strike*, *mind trick* (2 terror only)

Abilities Str 30, Dex 11, Con 25, Int 3, Wis 15, Cha 11
Special Qualities camouflage, low-light vision, paralyzing fear
Feats Force Sensitivity, Force Training, Power Attack, Skill Training (Perception, Survival)
Skills Perception +12, Stealth +15, Survival +12, Use the Force +10

Camouflage—A marsh haunt ignores its size modifier when it makes Stealth checks.
Paralyzing Fear—Any creature that starts its turn within 6 squares and line of sight of the marsh haunt is subject to an attack (1d20+10) against its Will Defense. If the attack succeeds, the creature is immobilized until the start of its next turn. This is a fear effect.
* *Includes 5 points of Power Attack.*
[B] *Bonus feat.*

A marsh haunt is a monstrous, Force-using beast found far from civilization and is the source of many wild tales regarding "Force demons." The marsh haunt is a vaguely humanoid creature that inhabits fens, marshes, and other wetlands. Its green-grey skin is dull and peeling, which helps it blend into its marshy surroundings. The head of a marsh haunt is set deeply between its shoulders, with gleaming red eyes that, while not sentient, hold an instinctual cunning. Marsh haunts create shambling, headless silhouettes as they prowl through the dank swamps and jungles, hunting for food.

Marsh haunts acquired their horrible reputation due to their ability to instill overwhelming fear in their victims, causing them to flee and making them easy prey. They prefer to attack using ambushes, but are fearsome and relentless once engaged. Like other creatures that naturally draw upon the Force, the marsh haunt has learned its Force powers by instinct, much in the same way that traditional predators learn to hunt.

Marsh Haunt Encounters

Marsh haunts are native to the world of Abraxin in the Tion Cluster, but can be found throughout the Mid Rim and Outer Rim. As befitting the name, marsh haunts are usually found in swampy areas.

Marsh haunts often work together in packs of two to eight creatures, with half of the creatures using *mind trick* to terrify prey while the other half waits in ambush.



MARSH HAUNT

NIGHTHUNTER

Nighthunter **CL 9**
Medium beast 9
Force 3
Init +6; **Senses** low-light vision, scent, Perception +12

Defenses Ref 22 (flat-footed 20), Fort 23, Will 22
hp 76; **Threshold** 23
Resist energy 10, fire 10

Speed 8 squares
Melee 2 claws +8 (1d4+6) and
bite +8 (1d6+6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +9
Atk Options Pin
Force Powers Known (Use the Force +9): *battle strike* (2), *negate energy*, *surge*

Abilities Str 15, Dex 14, Con 18, Int 2, Wis 17, Cha 10
Special Qualities low-light vision, scent
Feats Force Sensitivity[B], Force Training, Pin, Skill Focus (Stealth), Skill Training (Perception)
Skills Perception + 12, Stealth +16, Survival +7, Use the Force +9

Scent—Nighthunters ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking.
[B] *Bonus feat.*

A nighthunter is a quadrupedal predator with long claws, powerful fanged jaws, and a tail. Its hide is composed of thousands of tiny, reflective scales that are capable of diffusing energy attacks, including blaster fire and normal fire. Nighthunters are believed to stem from some mutant offshoot of another species and, as a result, they can vary in coloration and form, but all retain the same basic shape.

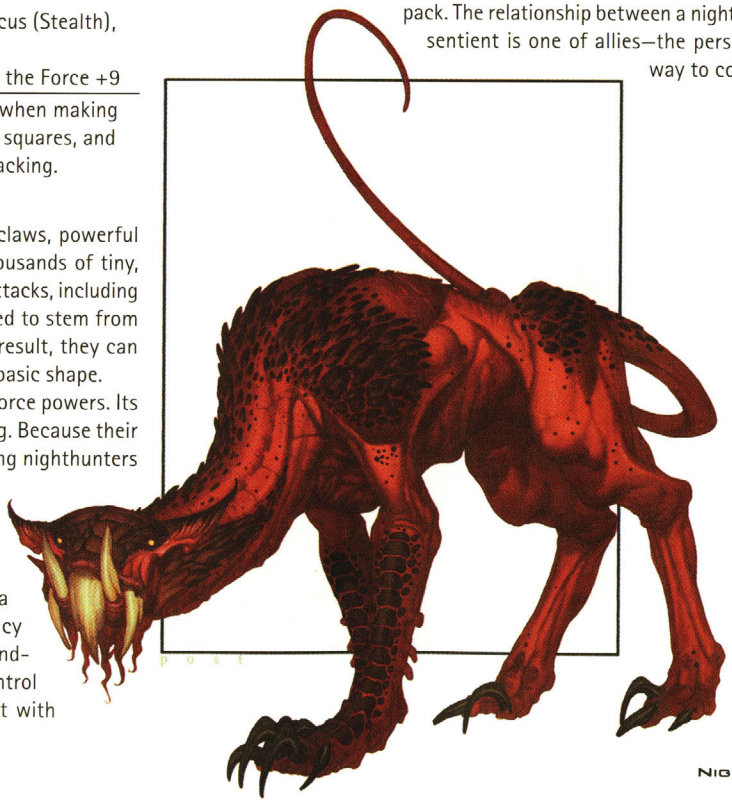
It's unknown how the nighthunter developed its Force powers. Its abilities are primarily focused on hunting and tracking. Because their hide reflects blaster fire as well as normal fire, hunting nighthunters is a troublesome endeavor. Unscrupulous poachers or hunters are prone to using poison to eradicate these pests.

Nighthunters are nearly impossible to train and cannot be domesticated or controlled. However, a nighthunter's wildness is offset by its strange tendency to bond with a single sentient being. Although this bonding does not result in the sentient being able to control the creature, it does allow the individual to interact with the nighthunter in a friendly manner. Over time, a nighthunter eventually accepts the bonded sentient's friends or allies as "members of the pack," although this usually translates to the nighthunter simply not attacking them on sight. Nighthunters are incredibly protective of their young, which they produce in small litters every couple of years. A nighthunter's bonded friend can safely handle these young, but a nighthunter will lash out at any perceived threat from someone else.

Nighthunter Encounters

The Old Republic sought to have nighthunters exterminated. However, many of the nighthunters that were originally captured for breeding or training escaped or were otherwise released back into the wild, and their numbers have rebounded. Nighthunters can be found on almost any planet. Pirates and other unsavory types sometimes relocate nighthunters to the terrain around their planetside bases, allowing them to roam the grounds freely in search of interlopers.

While nighthunters are never be found traveling with a sentient being as a pet, heroes might encounter a nighthunter living alongside some hermit or exile, having claimed him or her as a member of the pack. The relationship between a nighthunter and its bonded sentient is one of allies—the person may not have any way to control the beast.



NIGHTHUNTER

Shyrack

Shyrack **CL 4**
Medium subterranean beast 4
Init +1; **Senses** scent, Perception +15 (may reroll, must keep the second result)

Defenses Ref 17 (flat-footed 17), Fort 16, Will 17
hp 26; **Threshold** 16

Speed fly 6 squares
Melee bite +6 (1d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +6

Abilities Str 16, Dex 9, Con 15, Int 2, Wis 16, Cha 4
Special Qualities overwhelm, scent
Feats Skill Focus (Perception), Skill Training (Survival)
Skills Perception +15 (may reroll, must keep the second result), Survival +10

Overwhelm—A shyrack gains a +2 bonus on melee attack rolls for each allied shyrack adjacent to both it and its target.
Scent—Shyrack ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty when tracking.



SHYRACK

Packs and Swarms

A swarm or pack of beasts is treated as a single creature for the purpose of combat. To create a pack or swarm, make the following changes to the stat block of any beast:

- Increase the creature's CL by 2 and its size by one category.
- Double the creature's hit points.
- Increase the creature's damage threshold by 10.
- All melee attacks are considered melee area attacks, affecting all squares within reach. An adjacent allied pack or swarm is not affected by a pack or swarm's melee area attack.
- All ranged attacks made by the pack or swarm are considered to have a 1-square splash.
- Area attacks deal an extra 2 dice of damage against the pack or swarm.

Shyrack Swarm **CL 6**
Large subterranean beast 4
Init +1; **Senses** scent, Perception +15 (may reroll, must keep the second result)

Defenses Ref 17 (flat-footed 17), Fort 16, Will 17
hp 52; **Threshold** 26

Speed fly 6 squares
Melee bite +6 (1d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +6

Abilities Str 16, Dex 9, Con 15, Int 2, Wis 16, Cha 4
Special Qualities overwhelm, scent, swarm traits
Feats Skill Focus (Perception), Skill Training (Survival)
Skills Perception +15 (may reroll, must keep the second result), Survival +10

Overwhelm—A shyrack swarm gains a +2 bonus on melee attack rolls for each allied shyrack swarm adjacent to both it and its target.
Scent—Shyrack ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty when tracking.

Shyrack are terrible creatures that roam the caves and tombs of the Sith world of Korriban. This avian predator vaguely resembles a bat, with large leathery wings and sharp teeth. Shyrack are blind and get around their caves with a combination of scent and echolocation. Individually, shyrack are clumsy and slow moving, and individually, they are considered relatively easy vermin to eradicate. However, shyrack sometimes gather and hunt in swarms which are exceedingly dangerous.

Shyrack Encounters

Shyrack are most commonly found on Korriban but have been found on planets throughout the Outer Rim. A single shyrack is a threat for low-level heroes, but the encounter can be made more challenging by turning it into a Huge swarm. Shyrack are consummate hunters, undeterred by the darkness of their cavern homes.

Silooth

Silooth **CL 13**
Huge beast 12
Init +5; **Senses** low-light vision, Perception +5

Defenses Ref 19 (flat-footed 19), Fort 25, Will 15
hp 162; **DR** 5; **Threshold** 35

Speed 8 squares
Melee bite +19 (2d6+16) or
Melee bite +19* (2d6+26) with Powerful Charge
Ranged acid spray +8 (1d8+6 acid, 6-square cone)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +29
Atk Options Bantha Rush, Crush, Pin, Powerful Charge, Power Attack

Abilities Str 30, Dex 8, Con 28, Int 2, Wis 8, Cha 13
Special Qualities acid spray, limited vision
Feats Bantha Rush, Crush, Pin, Powerful Charge, Power Attack
Skills Endurance +10

Acid Spray—Whenever a creature takes damage from the silooth's acid spray, it becomes coated in acid (see page 252 of the Saga Edition core rulebook).

Limited Vision—A silooth can see well in the dark but has poor long-range vision. Any creature 12 squares away from the silooth is considered to have total concealment from the silooth.

* *Includes 4 points of Power Attack.*

Silooths were once docile swamp creatures no larger than womp rats. Sith experiments on these creatures made them grow as large as banthas and thickened their carapaces. These experiments also heightened their ferocity. Silooths clack their mandibles loudly; the only time they fall quiet is when their jaws have found something to crush. The only thing that stops a silooth attack is death—either the victim's or the silooth's.

Silooths have poor ranged vision and are unable to see anything past 12 squares. Nevertheless, they possess acid sacs that allow them to spew acid at enemies within their sight.

The Sith first unleashed these creatures during the Battle of Kalsunor thousands of years before the Battle of Yavin. The silooths annihilated everything in their path, ravaging Kalsunor. The Sith left the planet to the silooths and never looked back. While the Jedi archives refer to the planet as Kalsunor, no planet by that name exists in the Republic's thousands of years of records. The true name and location of the planet may exist somewhere, perhaps in a Sith holocron yet to be found. There is an old fringer's tale about a planet overrun with such creatures. Were someone to stumble upon a silooth colony, capture some live specimens, and introduce them into another ecosystem, the results could be devastating.

Silooth Encounters

Silooths represent an extreme example of Sith alchemy. They are worthy adversaries for Jedi Knights. Because the existence of the planet Kalsunor has been hidden, adventures could be devoted to discovering this lost world ravaged by creatures the Sith themselves could barely control. A crash-landing on the uncharted planet of Kalsunor is a terrifying adventure of survival. The PCs would have to fend off the creatures while they repair their ship.



SILOOTH

Sith Warbird

Sith Warbird CL 7
Huge beast 8
Init +5; **Senses** Perception +9

Defenses Ref 23 (flat-footed 22), Fort 24, Will 18
hp 84; **DR** 5; **Threshold** 34

Speed 8 squares
Melee gore +9* (2d6+15) or
Melee gore +11* (2d6+19) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +6; **Grp** +23
Atk Options Power Attack, Powerful Charge

Abilities Str 25, Dex 13, Con 22, Int 2, Wis 10, Cha 8
Feats Power Attack, Powerful Charge, Skill Training (Endurance)
Skills Endurance +15, Survival +9

Trample—As a move action, a Sith warbird can move up to its speed and through enemies' spaces. This movement provokes attack of opportunity as normal, and the Sith warbird must end its movement in an unoccupied space. When it enters an enemy's space, the Sith warbird makes a trample attack: +13 vs. Reflex Defense; on a hit, the attack deals 1d8+10 points of damage and knocks the target prone.

* *Includes 4 points of Power Attack.*

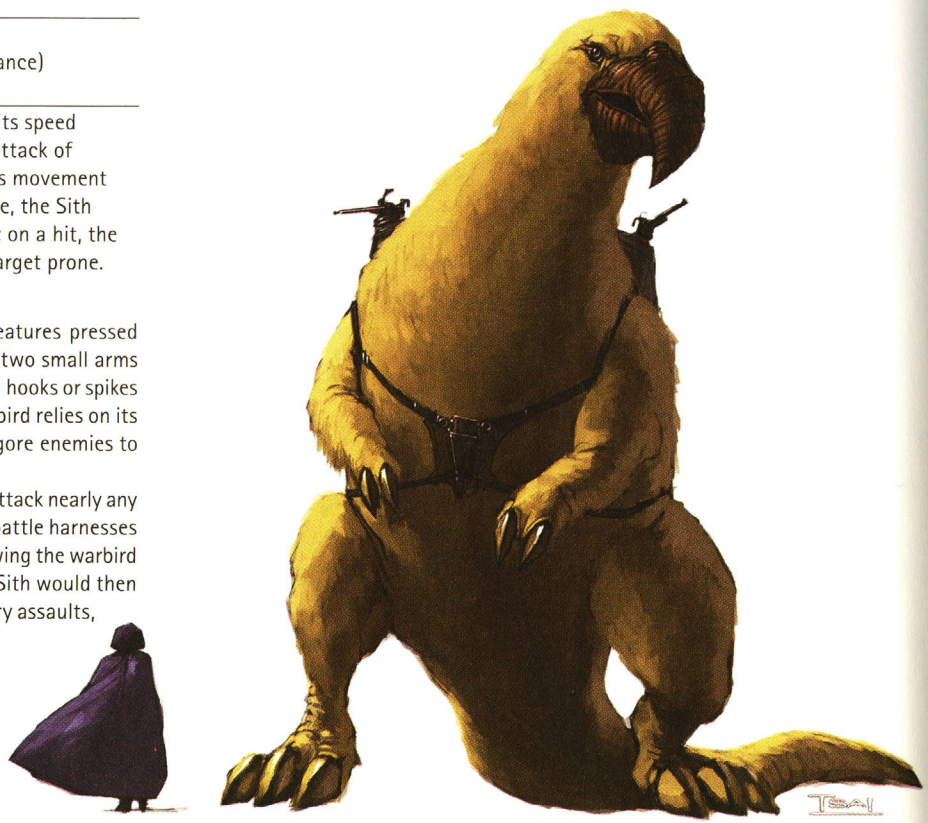
The Sith warbird is just one of the many domesticated creatures pressed into military service. Instead of wings, the Sith warbird has two small arms ending in claws. Its hide is remarkably thick, capable of having hooks or spikes securely embedded without harming the beast. The Sith warbird relies on its massive size to ram and trample prey, although it can also gore enemies to death with its huge, blunt beak.

Sith warbirds are notoriously bad-tempered and prone to attack nearly any perceived threats. The Sith would mount specially designed battle harnesses to these creatures, providing protection for the rider and allowing the warbird to carry a powerful weapon, typically a blaster cannon. The Sith would then deploy these mobile weapon platforms at the front of infantry assaults, using them to soften up enemy targets.

Sith Warbird Encounters

Sith warbirds were common sights during the Great Sith War, around 4,000 years before the Battle of Yavin. Their primary purpose was to spearhead assaults, providing heavy firepower for accompanying infantry. Sith warbirds were also used for scouting missions and reconnaissance, as living creatures are less likely to show up on detection devices.

Sith warbirds still exist in later eras, with survivors breeding on planets that once hosted long-forgotten battles and terrorizing local fauna that poses no threat to them.



SITH WARBIRD

Sith Wyrm

Sith Wyrm **CL 18**
Colossal subterranean beast 16
Init +8; **Senses** darkvision, Perception +12 (may reroll, keep the better result)

Defenses Ref 26 (flat-footed 26), Fort 40, Will 25
hp 296; **DR** 15; **Threshold** 95

Speed 10 squares
Melee bite +27* (4d6+38) or
Melee bite +29* (4d6+46) with Powerful Charge
Fighting Space 6×6; **Reach** 4 squares
Base Atk +12; **Grp** +54
Atk Options Crush, devour, Pin, Powerful Charge

Abilities Str 44, Dex 10, Con 38, Int 1, Wis 8, Cha 10
Special Qualities darkvision
Feats Crush, Improved Damage Threshold, Pin, Power Attack, Powerful Charge, Weapon Focus (bite)
Skills Perception +12

Devour—If a Sith wyrm hits with its bite attack against a Gargantuan or smaller opponent, it can make a grapple check (+35) as a free action. If the grapple check succeeds, the Sith wyrm begins devouring its target. The creature being devoured takes 4d6+30 points of damage each round at the start of its turn, before it takes any actions. When the creature reaches 0 hit points, it is swallowed by the Sith wyrm and continues to take 3d6 points of acid damage each round at the start of its turn. The Sith wyrm cannot make bite attacks until it releases the creature (a free action) or swallows it.

* *Includes 8 points of Power Attack.*

The Sith wyrm is the result of Naga Sadow's experimentation on a larval space slug that had attached itself to the hull of his battleship en route to Yavin 4. He mutated the creature, and it eventually became worshiped as a living god by the primitive Massassi people who guarded the temples on the moon's surface.

A Sith wyrm is an enormous creature capable of devouring smaller creatures whole. It relies on base instincts and simply eats anything that gets in its way. Like the space slug on which it was derived, a Sith wyrm can survive for thousands of years on a modest diet. The huge tunnels that it creates by burrowing through the ground can undermine structures and riddle a planet with meandering passageways, some of which might open up to secret warrens and forgotten underground structures.

Sith Wyrm Encounters

Only one Sith wyrm has been encountered to date, but it's possible that other Sith Lords have created similar monstrosities. The Sith wyrm can serve as a template for other enormous creatures designed to serve as living war machines, terrorizing entire ecosystems with their ravenous hunger.



SITH WYRM

Storm Beast

Storm Beast **CL 8**
Medium beast 8
Dark Side 8
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 14, Will 12
hp 76; **Threshold** 14

Speed 6 squares
Melee 2 claws +10* (1d4+14)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +13
Atk Options Mighty Swing, Power Attack, sonic blast

Abilities Str 24, Dex 12, Con 19, Int 2, Wis 14, Cha 13
Feats Force Sensitivity, Mighty Swing, Power Attack
Skills Endurance +13

Sonic Blast—As a standard action, a storm beast can emit a 6-square cone of destructive sonic energy originating at a point adjacent to it. It makes an attack roll against each creature in the cone: +8 vs. Fortitude Defense. The attack deals 2d6+4 points of sonic damage on a hit and half damage on a miss. This is an area effect.

* *Includes 3 points of Power Attack.*

Storm beasts are hulking monstrosities that roam the surface of Malachor V. Savage reptilian predators that stand about 2 meters tall, they possess vicious demeanors and abilities have been augmented by the dark side of the Force.

Storm beasts are possibly the only native species of Malachor V to survive after the Jedi Civil War, since they are the only species found living on the world's surface. Their existence on Malachor V stretches back as far as recorded history and beyond, though not much information is known about the planet before the war. Many historians believe that the storm beasts lived as natural creatures near the top of their food chain until the Trayus Academy was built by the group known as the True Sith. While the Sith who inhabited the academy conducted their sinister experiments, the energies they used affected the creatures around them, warping them into menacing beasts. The storm beasts, along with the other creatures in their ecosystem, continued to be immersed in the dark power well after the True Sith withdrew from Malachor V. Over time, the storm beasts eradicated competing predators, leaving themselves as sole masters of their world.

Storm Beast Encounters

Around the time of the Jedi Civil War and especially after the use of the Mass Shadow Generator by Bao-Dur and the Jedi Exile, storm beasts remain one of the last surviving species on the planet Malachor V. With fewer creatures available for them to sustain themselves, the population of storm beasts on has dwindled significantly. Those that remain harry visitors to the world.

Storm beasts tend to be solitary creatures except during mating seasons. Outside of that timeframe, banding more than one together usually results in the beasts fighting each other until only one remains alive.



Storm Beast

Taozin

Taozin **CL 13**
Gargantuan beast 13
Init +4; **Senses** darkvision, Perception +5

Defenses Ref 18 (flat-footed 18), Fort 32, Will 22
hp 175; **Threshold** 57
Immune mind-affecting Force powers, telepathy
Resist energy 15

Speed 4 squares
Melee bite +14* (3d6+21)
Ranged web +7 (special)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +34
Atk Options Power Attack

Abilities Str 30, Dex 7, Con 28, Int 2, Wis 8, Cha 2
Special Qualities darkvision, invisible to the Force, lightsaber diffusion
Feats Improved Damage Threshold, Power Attack, Skill Focus (Stealth), Skill Training (Stealth, Survival)
Skills Climb +21, Stealth +9, Survival +10

Invisible to the Force—A taozin cannot be detected using any Force power, Force talent, or the Use the Force skill. This includes all talents on the Sense talent tree as well as the Sense Force, Sense Surroundings, and Telepathy applications of the Use the Force skill.

Lightsaber Diffusion—When a taozin is hit by a lightsaber, it makes an attack roll against the attacker as a reaction: +10 vs. Reflex Defense. If the attack hits, the target takes 2d8 points of energy damage.

Translucent—A taozin ignores its size modifier when it makes Stealth checks. In addition, the taozin is always considered to have concealment in normal lighting conditions and total concealment in low-light conditions against creatures more than 6 squares away.

Web—As a standard action, a taozin can spew an adhesive substance from its mouth and make an area attack against the Reflex Defense of every creature in a 4×4 square area, no square of which can be farther than 20 squares from the taozin. Targets hit by this attack are immobilized until they escape. A character can escape by making a DC 20 Strength or Acrobatics check as a standard action. If any square with webbing in it takes energy or fire damage, the webs in that square are destroyed and any creature immobilized by the webs in that space takes 1d6 points of damage and is no longer immobilized.

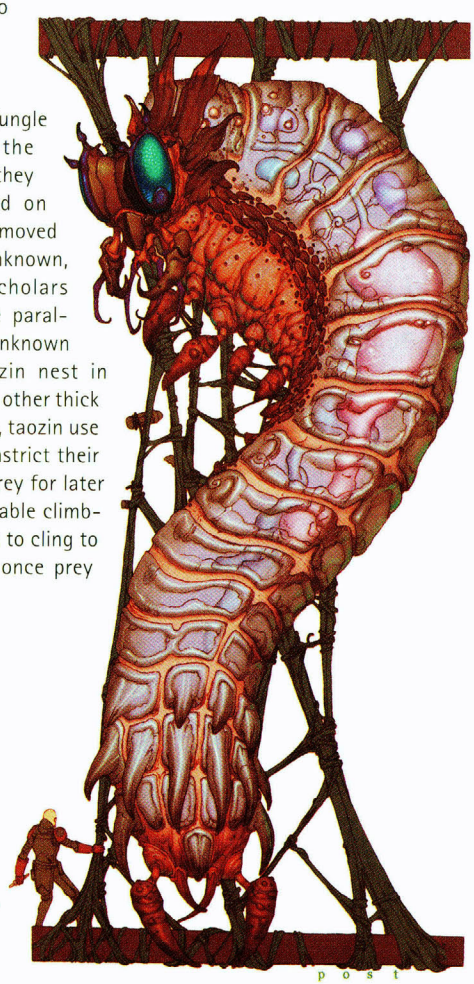
* *Includes 5 points of Power Attack.*

A taozin is an enormous, wormlike invertebrate whose skin and internal organs are translucent, allowing it to blend into the background with surprising ease. In addition, the creature possesses a unique ability to evade being detected or located by the Force. This Force "invisibility" combined with its camouflage makes it difficult to perceive before it strikes. The taozin's flesh is impregnated with tiny, crystalline structures that diffuse light energy—blasters barely have any effect, and lightsabers actually reflect some of their energy on contact, creating a discharge that damages the wielder.

Despite their size and strength, taozin are remarkably slow. To compensate, a taozin is capable of spewing a silky gray adhesive from glands inside its mouth, which is used to immobilize prey.

Taozin Encounters

Taozin are native to the jungle moon of Va'art near the Roche asteroid field, but they have also been sighted on other planets. How they moved to other locations is unknown, although some Jedi scholars believe that it could be parallel evolution or some unknown breeding program. Taozin nest in dense jungles, caves, and other thick terrain. Similar to spiders, taozin use their webs to further constrict their surroundings, trapping prey for later consumption. Taozin are able climbers and have been known to cling to ceilings and spew webs once prey comes into range.



TAOZIN

TERENTATEK

Terentatek **CL 14**
Huge subterranean beast 15
Init +11; **Senses** darkvision, Perception +12 (may reroll, keeping the better result)

Defenses Ref 34 (flat-footed 34), Fort 33, Will 25; Force resistance
hp 187, fast healing 5; **Threshold** 43
Immune mind-affecting Force powers

Speed 8 squares
Melee 2 claws +12* (1d8+24) and bite +12* (2d6+24) or
Melee bite +14* (2d6+31) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +11; **Grp** +30
Atk Options Cleave, Crush, Pin, Power Attack, Powerful Charge

Abilities Str 29, Dex 9, Con 26, Int 2, Wis 10, Cha 15
Special Qualities darkvision, fast healing 5, Force resistance
Feats Cleave, Crush, Pin, Power Attack, Powerful Charge, Skill Training (Initiative)
Skills Initiative +11, Perception +12 (may reroll, keeping the better result)

Fast Healing 5—A terentatek automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.
Force Resistance—A terentatek gains a +5 bonus to defenses against Use the Force checks.
* *Includes 8 points of Power Attack.*

The dreaded terentatek greatly resembles the rancor, with large spines jutting from its back and an additional set of mandibles sprouting from its mouth. It has been theorized that terentateks were once rancors that were subjected to experimentation by the Sith. They are typically found in locations tainted by the dark side, such as the tombs on Korriban. Because of their remarkable immunity to the Force, terentateks are also known as "Jedi Killers."

When the dark side is weaker in the galaxy, terentateks go into hibernation, which can sometimes last for hundreds or even thousands of years. When the dark side increases in power, terentateks emerge from their slumber to threaten their surroundings. Jedi are known to hunt in small teams to eliminate the terentatek menace.

Terentatek Encounters

Terentateks are rarely encountered alone. They usually patrol their territory in mated pairs, making encounters with them all that more dangerous. Terentateks are not subtle and simply charge opponents. Despite their Force immunity, terentateks do not favor Jedi or other Force-users over other prey and attack the closest or more aggressive targets first, although the bright light and noise from a lightsaber quickly grabs their attention.



TERENTATEK

Tuk'ata Sith Hound

Tuk'ata Sith Hound **CL 4**
Medium beast 3
Dark Side 14
Init +8; **Senses** scent, Perception +3

Defenses Ref 16 (flat-footed 14), Fort 12, Will 13
hp 17; **Threshold** 12

Speed 7 squares
Melee bite +5 (1d6+4) and
2 claws +5 (1d4+4)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +5
Atk Options Running Attack

Abilities Str 17, Dex 14, Con 12, Int 2, Wis 14, Cha 11
Special Qualities cunning beast, pack tactics
Feats Improved Defenses, Running Attack
Skills Initiative +8

Cunning Beast—Whenever a tuk'ata Sith hound takes damage from a melee attack, as a reaction it can move 2 squares. This movement does not provoke attacks of opportunity.

Pack Tactics—When a tuk'ata is adjacent to an enemy, all of the tuk'ata's allies gain a +2 circumstance bonus on melee attack rolls against that enemy.

The tuk'ata Sith hounds were native to Korriban, the infamous necropolis world of the Sith. The hounds made excellent subjects for the ancient Sith Lords' experiments. They gained additional horns, their size doubled, and their masters imbued them with greater brain mass, increasing their animal cunning. The new creatures guarded the tombs of Korriban with deadly efficiency.

The beasts are later seen in other Sith strongholds as well. They become a favorite of Exar Kun, who often assigns the creatures to protect Sith holdings across the galaxy. The hounds are strangely loyal to those attuned to the dark side. The Sith know the fragile state of trust all too well, making the Tuk'ata the perfect guardians.

The gleam of malevolence in the yellow eyes of a tuk'ata Sith hound is enough to give any Jedi pause. Beast packs often use tactics much too sophisticated for beasts. The worst mistake a Jedi can make is to underestimate them and treat them as common beasts.

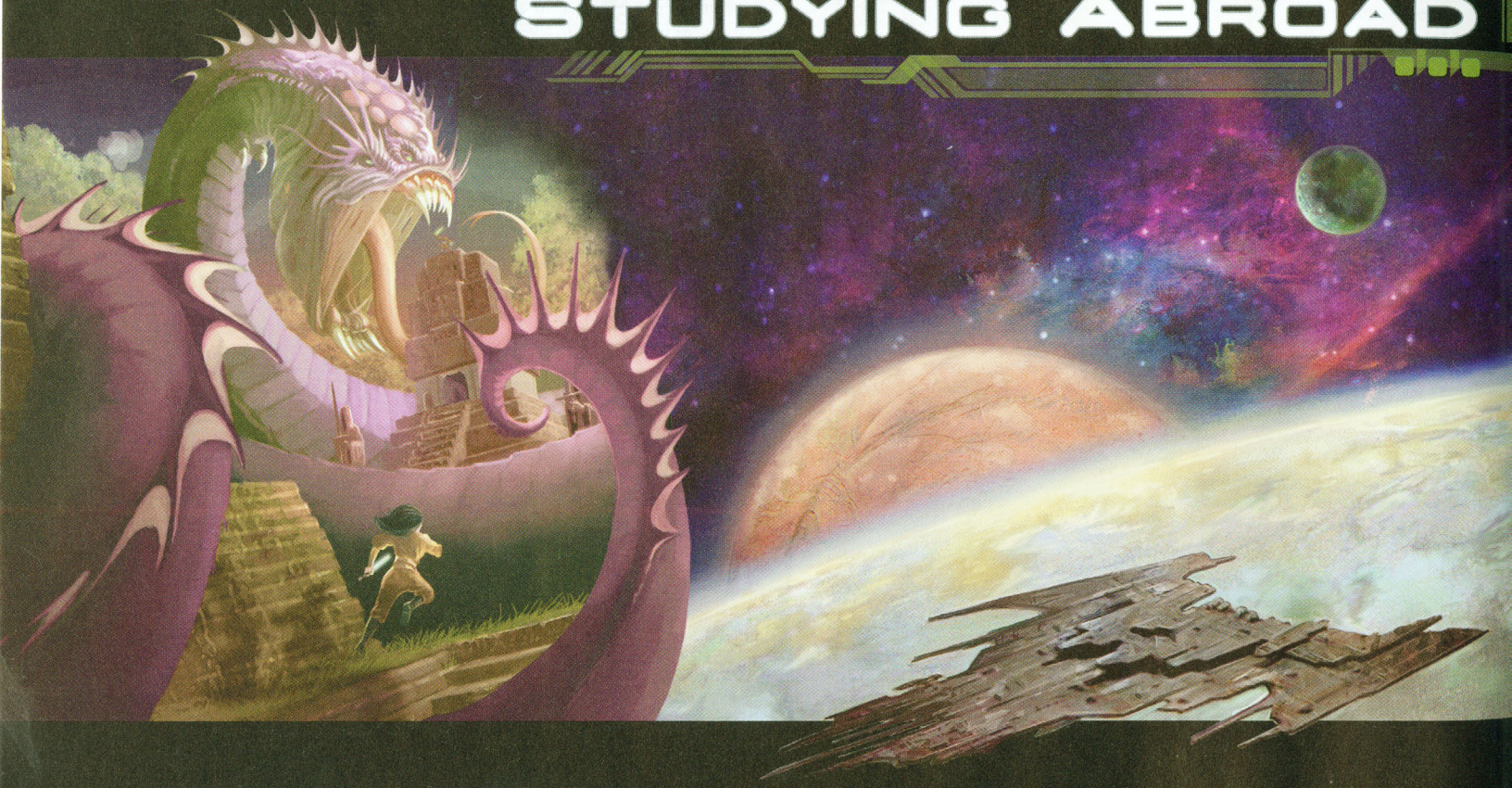
Tuk'ata Sith Hound Encounters

One or two tuk'ata Sith hounds are enough to discourage low-level characters from snooping around Sith sites. The Sith alchemical process has forever transformed these beasts into evil guardians assigned to watch over the darkest places in the galaxy. A pack of tuk'ata hounds is a worthy threat for higher-level PCs. They could be encountered in the wild, or they could be sent by an unrevealed Sith adversary wishing to observe how the PCs handle themselves in a fight against the beasts.



THE SITH HOUND, ALSO KNOWN AS A TUK'ATA

Chapter VII
Studying Abroad





The *Star Wars* universe contains many locations that have some importance to the galaxy's various Force sects, especially the Jedi. Some of these locales are hubs of activity where the Jedi come together, while others are places immersed in the dark side that tempt any Jedi lured into them. Regardless of their origins and histories, all of the following locations have been significant in one way or another to the Jedi Order throughout its history.

Places in the Light

Areas where the light side of the Force holds prominence are held in high regard by the Jedi as well as most other religions and Force-using organizations that believe in the preservation of life and balance in the Force. Pilgrimages to these sites are frequent, and these locations hold within them the memories of conflict with those who sought the power of the dark side and were defeated by defenders of the light side.

Areas of Darkness

Those who are consumed by the dark side of the Force strive to gain power to fuel their own agendas, but they also know that there are individuals in the galaxy who will oppose them at every turn. For this reason alone, many dark siders choose places far away from the activities of the Core Worlds to pursue their covert studies and develop their secret plans. As these dark siders are found and defeated by the Jedi and other champions of the Force, the places where they lived become tainted by the dark powers they used while they lived and worked there. Although efforts are taken to reduce or eliminate the amount of influence the dark side has over these locales, the dark power that thrived there for so long puts a permanent stain on the place that continues to affect everything around it for a long time. Because of this, the Jedi continue to search for ways to cleanse these areas and rid the galaxy of the evil that dwells there.

CHU'UNTHOR

Although the Jedi Temple on Coruscant is easily the largest and most famous Jedi training facility, the Order does train students in other locations. Chu'unthor is one such place. However, it's not a planet or temple, but an enormous ship designed by the Jedi both as a mobile training facility and as a symbol of the Republic's long reach and goodwill toward its citizens. A veritable army of engineers and shipbuilders from the Republic Fleet Systems built Chu'unthor (an old Cerean word, meaning "academy") four hundred years before the Rise of the Empire era.

Chu'unthor serves the Jedi for nearly one hundred years until a series of catastrophic malfunctions forces the ship to crash land on the hostile planet of Dathomir, home of a mysterious group known as Force witches. Although unable to fly again, the ship holds untold secrets and information about the Force and the Jedi Order. Recovery of this precious history helped Luke Skywalker create the foundation for his New Jedi Order.



CHU'UNTHOR

MESSAGE FROM THE FACULTY: CHU'UNTHOR ADVENTURE HOOKS

Chu'unthor is large enough to serve as the hub for an entire campaign. Here are some ways to incorporate Chu'unthor into a home campaign:

- During what should have been a routine training exercise, one of Chu'unthor's new students is found dead inside a lightsaber sparring room. It's soon discovered that the unthinkable has occurred: murder. The student, a headstrong Rodian with a chip on his shoulder, was generally disliked by the student body, but who, especially Jedi, would take this to such an extreme end?
- While a section of the Starboard Instructional Wing is refitted, the crew discovers several secret passageways. One such passageway leads to a hidden meditation chamber. A holocron sits upon a pedestal in the middle of the chamber, holding the spirit of a Jedi Master whose existence had been long forgotten.
- If the campaign is set in the time of the New Jedi Order, the heroes are sent to Dathomir to help the Jedi recover some of the archives that have been sitting inside the downed Chu'unthor for decades. Although the heroes are allowed freedom to explore the ship by the Witches of Dathomir, the ship has become infested with the dangerous flora and fauna of the planet.

Notable Locations

Chu'unthor is a massive ship that dwarfs even the *Imperial I*-class and *Victory*-class Star Destroyers of the Empire. The ship is divided into three primary sections corresponding to the ship's primary missions of learning, teaching, and scholarship. Shaped like a lopsided 'Y', Chu'unthor had an unusual design, mainly because it was considerably larger than most vessels of the era. As befitting its mission of peace, knowledge, and training, Chu'unthor did not sport any weapons beyond two batteries of tractor beams.

The forward section of the ship is known as the Instruction Wing. The front of the vessel sprouts hundreds of sensors, arrays, communication clusters, and observation decks. Many of the ship's scientists and researchers are found here, studying new worlds and stellar phenomena. Two massive wings, known respectively as the Port Training Wing and the Starboard Training Wing, contain all of the classrooms, sparring rooms, meditation chambers, and dormitories required for the students.

The central hull holds the Hospital Wing and the primary archives. The Hospital Wing is large, well appointed, and capable of handling thousands of patients from a variety of species at a time. Jedi healers, as well as members of the Medical Corps (a branch of the Jedi Service Corps) train here. The medical facilities on board Chu'unthor are superb and on par with the infirmary at the Jedi Temple on Coruscant. Numerous libraries and archive

rooms are scattered throughout the central hull, holding a vast repository of Jedi teachings, as well as information about the sciences, arts, history, and literature of a thousand of different species and cultures.

The rear of the ship contains the ship's enormous ion engines and hyperspace drives, plus numerous docking clamps and bays. Chu'unthor is large enough to dock with up to ten frigate-sized vessels at a given time. This design allows Chu'unthor to receive a constant stream of supplies from support ships.

Inhabitants

For such a large ship, Chu'unthor has a relatively small crew and relies heavily on automation and droids. Most of the crew are veterans of the Republic Navy. Jedi with an eye toward mechanics and technology often request assignment on Chu'unthor to help keep its engines in repair and to learn from its elegant, if obsolete, design.

Chu'unthor also carries a huge contingent of scientists, researchers, librarians, and other scholars, most of whom are not affiliated with the Jedi Order. The University of Sanbra, for example, established a "branch campus" aboard Chu'unthor, allowing tremendous advancements to occur in the fields of xenobiology and xenosociolology.

Chu'unthor **CL 15**
Colossal (station) capital ship
Init -4; **Senses** Perception +12

Defenses Ref 18, Fort 195; +18 armor, Vehicular Combat
hp 2,800; **DR** 20; **SR** 300; **Threshold** 695

Speed fly 1 square (starship scale)
Ranged 2 tractor beam batteries* +8
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +107

Abilities Str 180, Dex 10, Con —, Int 22
Skills Initiative -4, Mechanics +12, Perception +12, Pilot -4, Use Computer +12

Crew 4,000 (skilled); **Passengers** 10,000
Cargo 40,000 tons; **Consumables** 5 years; **Carried Craft** various shuttlecraft
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (unique)
* *Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Tractor beam battery (5 gunners)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** — (grapple +107)

Jedi Temples and Academies

For over twenty-five thousand years, the Jedi Order has established centers for learning to sustain its tradition. Many times, these centers are nothing more than structures that house historical information and philosophical texts, but the primary locales serve more as monasteries than libraries. In addition to the Jedi Temple on Coruscant, the temples and academies on Dantooine, Ossus, and Yavin 4 have all served as important centers for the Jedi throughout their history at one time or another.

Dantooine

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 378 local days
Sapient Species: 35% Humans, 18% Dantari (native), 47% other species
Government: Tribal
Capitals: Garang and Khoonda
Major Exports: Foodstuffs
Major Imports: Luxury items, technology

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Dantooine is an Outer Rim world positioned near the Hydian Way hyperspace route. The temperate climate supports a multitude of flora and fauna and makes it an ideal planet for agriculture.
15	The Jedi enclave on Dantooine trains many Jedi during the times of the Great Sith War and the Jedi Civil War. Although the Jedi work hard to keep its location secret, the Sith Empire attack the facility several times while it is active.
15	Dantooine is the site of a significant battle between the Republic and the Separatists during the Clone Wars. During this battle, Jedi Master Mace Windu almost single-handedly defeats a droid army consisting of B2 Series super battle droids, even though he is without his lightsaber for most of the fight.
20	Ruins of an ancient Jedi temple exist that predate the Jedi enclave created by Jedi Master Vodo-Siosk Baas.
25	The planet was one of the subject worlds of the Infinite Empire. Ancient Rakata built several structures on the planet's surface, one of which is believed to house a Star Map. By the time of the Jedi Civil War, several droids of Rakata design still operate within the ruins of these ancient structures.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	The Human farmers who inhabit the planet live in single-family settlements and small communities that are mostly isolated from each other.
15	The population of Dantooine has no planetary militia of its own and depends on the Jedi Order for protection during the days of the Republic. When the Empire replaces the Republic, Imperial forces station a garrison at the ruins of the Jedi enclave.
20	Although Humans make up the largest percentage of the world population, the Dantari race has claimed Dantooine as their homeworld for many centuries. Records dating back to the early days of the Republic confirm their existence on the planet. The Dantari are wiped out during the Yuuzhan Vong invasion.

Ossus

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 31 standard hours
Length of Year: 231 local days
Sapient Species: 99% Ysanna (native), 1% other species
Government: Tribal
Capital: Knossa
Major Exports: None
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Ossus is a desolate world. Its harsh environment makes survival a constant struggle.
15	In the past, Ossus had a rich ecosystem teeming with life, but a nearby supernova caused by the Sith wiped out almost all life on the planet. Large pockets of radiation continue to ravage the planet.
20	The Jedi Order once held a vast library on Ossus. Some believe that the first Jedi came from Ossus, but in the absence of proof, this is mere speculation.
25	The Great Library of Ossus houses a vault underneath it that stores many artifacts from all over the galaxy, including some powerful items once used by the ancient Sith.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The only native sapient species on Ossus are the Ysanna, a race of nomadic near-Humans who wander the deserts to survive.
20	Some Ysanna believe that they can wield magic, and they use their magic to help their people endure the planet's harsh climate. The Jedi believe that Ysanna magic is tied to the Force.
25	The Ysanna are survivors of the supernova that ravaged the planet several millennia ago. They are the descendants of the Jedi who inhabited the Great Library when the shock wave hit the planet.

Yavin 4

Region: Outer Rim
Climate: Temperate to tropical
Gravity: Standard
Moons: 0
Length of Day: 24 standard hours
Length of Year: 4,818 local days
Sapient Species: Varies
Government: None
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Yavin is typical gas giant in the Outer Rim Territories. Twenty-six moons orbit the planet, and a few of them are able to sustain life. The fourth moon of Yavin, where the Rebellion launched their attack against the first Death Star, hosts many species of plant and animal life.
15	The Rebellion uses ancient structures as their base on Yavin 4. These same structures were used by Luke Skywalker to house his Jedi Academy after the fall of the Empire.
25	Two other moons in orbit around Yavin are habitable as well: the eighth moon and the thirteenth moon. Yavin 8 is a cold and arid moon populated by a sentient species called the Melodies until Emperor Palpatine orders the entire population exterminated. Yavin 13, a hot moon with deserts and rocky plains, is home to the rodentlike Gerbs and the serpentine Slith.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
20	An ancient culture called the Massassi built the ancient structures on Yavin 4 and are believed to have been created by the Sith.
25	The Massassi were subjected to cruel Sith experiments that transformed many of them into horrid abominations and servitors.

Notable Locations

All of the locales maintained and operated by the Jedi Order have certain elements in common with each other. Each one houses a significant amount of knowledge stored in a library. Each one holds great significance to the Order for one reason or another. Each one contains training facilities for those who serve the Order. Even with these similarities, these structures also have differences that make them significant in their own right.

The Jedi Temple on Coruscant

Over one kilometer high, the Jedi Temple on Coruscant stands proud against the world-city skyline and is probably the most recognized structure associated with the Jedi. From this temple, the Jedi dictate the administrative, strategic, and spiritual needs of the Order while safeguarding its members as well as the citizens of the Republic.

The Jedi Temple focuses on more of the practical applications of the Force and Jedi training, but it also houses one of the greatest libraries in the galaxy, drawing thousands of researchers each year to the facility. The temple also serves as the central office for the discovery, testing, and indoctrination of new students to the Order and as a dormitory for those students while they train. Five spires grace the top of the temple: The ones at the corners are dedicated to each of the Jedi councils, while the central tower contains the Jedi Order's rich archive of ancient lore and artifacts.

The Jedi Enclave on Dantooine

The Jedi enclave on Dantooine carries a troubled past. Established by Jedi Master Vodo-Siosk Baas shortly before the Great Sith War, the enclave quickly gains a reputation as a quality training center. Many Jedi, including some of the great Jedi Masters of the time, base themselves from Dantooine to further their training and continue their research into the ways of the Force. Many great Jedi who serve during the Great Sith War complete their training on Dantooine as well. At the same time, many of the era's worst dark siders come from the enclave, including Exar Kun, Darth Revan, and Darth Malak.

Despite its strong contingent of Jedi, the enclave is attacked numerous times by Sith forces. The Sith even manage to occupy the compound for a year before the empire's collapse in 3,956 BBY. The Jedi Order strive to rebuild and maintain the facility for the next few decades and even decide to house the reformed Jedi Council there. However, it is finally abandoned after Darth Traya kills the entire Jedi Council a few years later.

Message from the Faculty: Jedi Temple Adventure Hooks

Adventure and excitement accompany the Jedi Order wherever it goes. Since the Jedi Order maintains only one key temple at any particular time, adventure ideas should be easy to focus and implement, depending on the era of your campaign.

- A viral outbreak has created a pandemic within the population of a heavily populated planet in the Outer Rim, and knowledge of the cure is believed to be held within one of the holocrons stored in the Chamber of Antiquities at the Great Library of Ossus. The heroes must race against time to Ossus and obtain the cure from the holocron. However, they soon learn that someone has removed it from its rightful place.
- News of an attack on the Great Library of Ossus reaches the heroes, and they take steps to thwart the attack or warn the Jedi before the assault happens.
- The heroes hear rumors of strange activity at the ancient ruins of the Jedi enclave on Dantooine. Perhaps pirates are using the location as a base for raids in the sector, or Sith agents are looking for artifacts hidden in the ruins.
- Working to gain support for the Rebellion, a dignitary representing a prominent Outer Rim world promises to join the Rebel cause if a prominent artifact from his planet's past is returned. The artifact was last reported to be stored in a secret vault in the central spire of the Jedi Temple on Coruscant. Heroes must obtain the artifact and return it safely its home while dodging Imperial agents.
- Luke Skywalker asks the heroes to investigate some Massassi ruins near the Jedi Temple on Yavin 4. Rumors are that these ruins are haunted by dangerous creatures, including some Massassi abominations left behind by the ancient Sith.

The Great Library of Ossus

The Great Library of Ossus reportedly holds the largest repository of knowledge the galaxy has ever known. Its appearance is said to have inspired the design of the Jedi Temple on Coruscant, with its ziggurat-style base and four spires that surmount each corner of the structure. The library contains information relating to every field of study, contained in numerous forms ranging from reader tapes and holographic media to ancient books and paper scrolls. All documents are carefully preserved within the library's archives.

Beneath the library proper lies the Chamber of Antiquities, an area with many different vaults to store the most valuable artifacts from worlds and cultures all across the galaxy. Within these chambers also lie Sith holocrons and other dark side relics recovered from those who used them for their own dark purposes. Access to these items is understandably restricted.

THE JEDI ACADEMY ON YAVIN 4



The Jedi Academy on Yavin 4

The Jedi Academy on Yavin 4 stands out from the other sites mentioned above due to its proximity to a major source of the dark side of the Force. Yavin 4 is where the Sith Lord Naga Sadow created the Massassi people as merciless dark side warriors and Exar Kun corrupted several Jedi Knights and brought the wrath of the Republic down upon the moon. Luke Skywalker chooses the moon as the location of the New Jedi Order because of these dark side influences, as a means to test his students.

The academy is housed inside the Great Temple of the Massassi, a large pyramid surrounded by smaller ziggurats. The temple, previously used by the Rebel Alliance as a base of operations, contains a multitude of rooms and chambers that were once used by the Sith for their dark rituals and ceremonies. After a little more than a decade, the academy is abandoned after the Yuuzhan Vong attack and forced the Jedi to flee.

Inhabitants

To say that only Jedi could be found at these locations would be a fair but incorrect assumption. The Jedi Temple on Coruscant had not only the younglings and Jedi Knights with their Padawan learners but also a staff of non-Jedi providing important administrative and technical services. During the Clone Wars and other times of heightened alert, the Republic stations a sizeable group of agents there to help coordinate their plans with the Jedi involved in the conflict.

Dantooine's Jedi enclave employs many individuals from the local population to help maintain the facility, provide services, and keep the campus in top working order. Arakyd Industries operates a company store and repair facility at the enclave, servicing the Jedi as well as the local population.

During its height, the Great Library of Ossus sees many non-Jedi using the facility for research into a variety of subjects. Republic personnel involved in the war against the Sith Empire are sent to Ossus to aid in its defense.

VALLEY OF THE JEDI

The Valley of the Jedi, located on the planet Ruusan, remains one of the most unusual of sites, due to its association with both sides of the Force. Although the place once exhibited a significant dark side presence, the defeat of the Sith there also makes the valley important for the light side as well.

RUUSAN

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 23 standard hours
Length of Year: 335 local days
Sapient Species: 60% Bouncers (native), 25% Ruusanians (native), 10% Humans, 5% other species
Government: None
Capital: Olmondo
Major Exports: Ore
Major Imports: Foodstuffs, technology

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
15	Ruusan is dominated by dry deserts and canyons. It used to have lush forests and a wide variety of fauna. The planet has mostly been forgotten by the rest of the galaxy, since the hyperspace routes to the planet were erased due to shifting nebulae nearby.
20	The planet's native population consists of two species: the Bouncers and the Ruusanians. While the Ruusanians are a near-Human species, the Bouncers are globe-shaped creatures with tentacles.
25	An explosion transformed the planet into a desert wasteland.
30	Artifacts discovered on the planet's surface lend credence to the idea that the Ruusanians might have originated on another world. The Bouncers that live near the Valley of the Jedi helped support and comfort the suffering warriors during the Battle of Ruusan.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	Ruusanian and Bouncer societies have remained largely unchanged over the past several millennia.
15	Ruusanian society is largely composed of nomadic tribes that wander the deserts in search of food sources. Bouncers tend to stay close to mountainous regions.
25	Bouncers communicate with each other through a series of whistles and warbles, though some believe that they might also be telepathic.

Notable Locations

The Valley of the Jedi is made up of two distinct areas: the valley itself and the canyon where the Battle of Ruusan happened. Topographically, the canyon is nothing more than a naturally created crevasse that once had a mighty river running through it, but the river has dried up. The deep canyon (over a kilometer deep in places) is rather unstable, and rockslides occur on a regular basis. Caves also line the walls of the canyon; they are mined by the natives and plundered by looters looking for artifacts from the battle.

The valley proper lies at the base of the canyon and stands out from the rest of its surroundings, since its crater-shaped area is almost entirely composed of worked stone and other artificial materials. This area is a monument built to commemorate the Battle of Ruusan. The perimeter is ringed by large number of solemn statues depicted Jedi Knights who fought in the battle, including Master Hoth.

In the middle of the valley lies a long, thin building built from the same stone as everything else in the memorial. It once served as a meditation complex for pilgrims and travelers visiting the site. Stairs once circled up the building's northern tower to an observation platform, where visitors could survey the entire valley. After centuries of being left unattended, the building has fallen into disrepair: The stairs have crumbled and collapsed, making the observation platform almost impossible to reach without the help of some technological or Force-related assistance.



THE VALLEY OF THE JEDI

Set into the floor of the tower is a large Adegan crystal that pulses with Force energy. Originally intended to serve as a focus for meditation, its existence attracts Jedi scholars as well as those with less noble intentions.

Not far from the Jedi monument lies an abandoned Sith base. Entrenched in the western side of the canyon, the two-floor complex holds several rooms that once served as barracks and training areas for Sith troops, as well as a small observation balcony that gives a remarkable view of the valley below. A shaft that once held a cargo lift connects the base to the surface, but the elevator platform has broken down.

Message from the Faculty: Valley of the Jedi Adventure Hooks

Adventure ideas abound in the Valley of the Jedi after the Battle of Ruusan. Since the planet fails to achieve any galactic importance until after the defeat of the Brotherhood of Darkness a thousand years before the formation of the Empire, little chance exists of events taking place before then, especially with the original hyperspace routes being wiped away. After the rise and fall of the Empire, however, there are several likely reasons for heroes to travel to the valley.

- Sith agents seek to reclaim some ancient lore or technology hidden with the Sith base on Ruusan. The Jedi Order catches wind of this and sends the heroes to intercept them.
- During the early days of the Empire, the heroes are hired to search for the lost planet of Ruusan and plot a hyperspace course, not knowing that their benefactor is an Imperial agent.
- From the Jedi Academy at Yavin 4, Luke Skywalker sends the heroes to the Valley of the Jedi to investigate the rumors that Jedi and Sith spirits roam the area.
- A new dark sider emerges and seeks out the valley to tap into the ambient Force power there, intent on strengthening his power.

Inhabitants

During the days of the Old Republic, Ruusan is not largely populated. The planet, though colonized and claimed for the Miner's Guild, never supports more than three thousand miners and colonists at any given time. The native Ruusanians live peacefully with the colonists and trade local commodities with them in exchange for imported foodstuffs and minor technologies.

The Battle of Ruusan changes everything. The detonation of Kaan's *thought bomb* devastates the world's ecosystem, transforming the surface from verdant forests to an arid wasteland almost overnight. Though many of the colonists and natives die in the cataclysm, some survive and adapt, allowing them to rebuild their societies. Despite the Jedi Order's inability to prevent the *thought bomb*, the Ruusanians still hold the Order in high regard.

Holocron Lesson: The Cave on Dagobah

The cave on Dagobah is a major dark side site rumored to have been created by a Dark Jedi. The cave sits beneath the roots of an ancient and massive gnarltree. This is the place that Luke Skywalker visits as part of his training under Jedi Master Yoda. Luke feels compelled to enter the cave and there, he confronts his worst nightmare—Darth Vader. After cutting the head off his enemy, he sees his own surprised face resting within Vader's black helmet.

The cave is an insidious place that preys on the fears and misgivings of all who enter it. It corrupts from within, fueling doubts and holding a person's shortcomings in front of their eyes. No two people experience the same visions while inside the cave, but those who come out are changed forever.

The other sapient species on the planet, the Bouncers, live a simple existence near the mountain ranges. Like the Ruusanians, the Bouncers organize themselves into small tribes. However, they do not roam like the Ruusanians do. They are patient beings with a great respect for life, bringing healing and comfort whenever possible to those in need.

Ruusan also hosts a large number of resilient creatures, including a number of predatory beasts as well as the descendants of Sith-bred monstrosities that roam the planet freely.

Dark Side Sites

The power of the dark side is an insidious thing, which many Jedi liken to a disease or poison—its presence is subtle and weak at first, but eventually it corrupts everything around it. Dark side sites represent this analogy well. Although the Force touches all places, there are places where the dark side holds more sway. These places of evil and corruption tempt those who enter with promises of unlimited power and lures of greatness. Those connected to the light side of the Force find their powers diminished in these places, while those who wield the dark side are amazed at the strength that they gain, even as that energy overwhelms them.

There are several reasons why a dark side site might come into being. The most common is when a great act of evil or violence occurs, corrupting a location with a jolt of dark side energy. The sheer vileness of the event "traumatizes" the location, much like a wound, although unlike an injury, healing a dark side location is no simple matter. Dark side sites also come into being slowly by the corrupting influence of an individual or group associated with the dark side. Sith alchemical labs, the inner sanctum of a Sith Lord, or a torture chamber of dark side witches can leave an indelible mark in the very walls and stone of a place.

The dark side degrades locations that it pervades. Walls begin to crumble, water turns brackish and poisonous, shadows seem longer and darker, and so forth. Animals are either driven away, die off completely, or are mutated by the foul presence, creating new species notorious for their vicious and cruel nature. The power of the dark side is such that even if every stone of a building tainted by the dark side crumbles and turns to dust, the spot would continue to hold its corruption for hundreds or even thousands of years to come.

For individuals corrupted with the dark side, these locations stand out like beacons, calling them with the lure of easy power and greater understanding of the Force. Dark siders feel more energized in a dark side site. However, like anything affiliated with the dark side, the more power that it grants, the more it corrupts. Only the most strong-willed can survive, and an individual who relies too much on the power of the dark side quickly succumbs to its degenerative influence. These sites are particularly dangerous for anyone with the Force Sensitivity feat. Force-sensitive beings who enter a dark side site are haunted by whispering voices, ephemeral touches, and other maddening events that eventually cause them to lose their minds or succumb to their temptations.

Dark Side Site Power Levels

Not every dark side site is equal, and each is rated as a minor site, major site, or extreme site. Minor sites include the ancient tomb of a Sith Lord or the lair of a particularly powerful Sith creature. Major sites include the Valley of the Sith Lords on Korriban or the Cave on Dagobah. Extreme sites are very rare and reserved for the most horrible of places, such as the demon moon of Dxun or battlefields where thousands of innocents were slaughtered or the blood of untold Sith and Jedi mingled, such as Ruusan. A dark side site can grow in power, particularly as dark siders are drawn to it and commit unspeakable acts within its confines, adding to the raw energy of the place.



The Cave on Dagobah

Dark Site Sites and Non-Force Sensitives

Those without a connection to the Force find dark side sites filled with lingering dread and malice, similar to what they would feel in an old battleground, a "haunted" building, or a crumbling structure where a murder took place. Dark side sites are creepy, to be sure, but have little impact on a non-Force sensitive character. Dark side sites are noted for being "unlucky," where confidence fails, equipment breaks, and concentrating on the task at hand becomes considerably more difficult.

Dark Side Sites and Force-Sensitives

Dark side sites have a corrupting effect on characters with the Force Sensitivity feat. In these places, the dark side goes beyond the spooky and becomes both intrusive and dangerous.

Whenever a character with the Force Sensitivity feat spends a Force Point within a dark side site, it must either increase its Dark Side Score by 1 or move –1 step down the condition track. If the character spends a Destiny Point in a dark side site, it must increase its Dark Side Score by 2 or move –2 steps down the condition track.

Dark Side Sites and Dark Siders

A character with a Dark Side Score equal to one-half or more of his Wisdom score is bolstered and energized while within the confines of a dark side site. The character gains a bonus on Use the Force checks made to activate Force powers with the *[dark side]* descriptor. The bonus depends on the power of the dark side site: minor, +1; major, +2; extreme, +5. Furthermore, the character can activate Dark Side talents requiring one to spend a Force Point without actually expending one; doing so, however, increases the character's Dark Side Score by 1.

For these reasons, many dark siders build lairs or temples on dark side sites. However, though these places enhance one's power, they also corrupt much more quickly.

Dxun

Region: Inner Rim
Climate: Temperate
Gravity: Standard
Moons: 0
Length of Day: 26 standard hours
Length of Year: 298 local days
Sapient Species: None
Government: None
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Dxun is the largest of four moons that orbit the planet Onderon. Some people consider the moon a sister planet to Onderon, since both have similar environments.
15	Dxun's orbit brings it dangerously close to Onderon, so close that their atmospheres overlap for a few weeks each year. During this time, some of the creatures that live on one planetoid migrate to the other, whether they mean to or not.
20	The creatures that live on Dxun are some of the most vicious predators that exist in the galaxy, so much so that no permanent colony has ever been established on the moon.
25	Studies that have been done about the creatures of Dxun speculate that some outside force manipulates their development and behavior. While scientists try to find a logical explanation, some believe that the dark side of the Force is to blame.

Message from the Faculty: Dxun Adventure Hooks

Dxun is a popular destination for those seeking the power of the dark side of the Force. Few have the strength and endurance to survive the moon's harsh wilderness. Those who seek to plunder the secrets of Freedon Nadd's tomb often find death or insanity instead. Heroes might find one reason or another to venture to Dxun as well.

- A transport carrying an important dignitary crashes on Dxun. The heroes are sent to locate and rescue him before he falls prey to the local fauna and deliver him to an important summit on some other world.
- A new dark sider has threatened to gain power on Dxun and use it to destroy the Republic. In confronting him, the heroes learn that the dark sider is being aided by a powerful dark side spirit and has the backing of an equally powerful criminal syndicate.
- The Jedi Council sends the heroes to Dxun to investigate stories of a dark entity that exists there and is changing the moon for its own nefarious purposes.

Notable Locations

Unlike its mother planet of Onderon, Dxun shows no signs of a large-scale civilization ever being present. However, the moon has been inhabited in the past by the Sith and the Mandalorians.

The remains of Freedon Nadd, Dark Lord of the Sith and last king of Onderon, were relocated to Dxun shortly after his death to prevent his dark essence from being used by others seeking to gain power through the dark side of the Force. His tomb, made from nearly indestructible Mandalorian iron, stands as the only artificial structure on the planet.

Nadd's tomb, a black and dark gray spire that starkly contrasts the green jungles and lighter gray mountains that surround it, stands atop a hill that looks over the entire valley in which it rests. A large landing pad extends from the tomb's foundation, providing plenty of space for a transport to set down. Much to the surprise of archaeologists and scholars across the galaxy, no vegetation has touched any part of the structure, let alone grown over it, in over four thousand years. Though the scientist have not speculated an answer to why, many Jedi scholars explain that Freedon Nadd's spirit has tainted the area and destroyed the local flora.

Within the tomb lie several rooms, including the burial chamber and the Sith repository. The burial chamber, simply put, houses the sarcophagus where Nadd's remains are stored. The walls remain largely unadorned, while the platform on which the sarcophagus sits includes a large statue of Nadd and two lesser statues that also serve as lamp posts to light the cavernous chamber.

The Sith repository holds many of the Sith artifacts owned or used by Nadd during his tyrannical reign over Onderon, many of which have been permanently deactivated or destroyed by the Jedi. Over the years, several of the artifacts regain their power and are able to be used by the likes of Exar Kun and Darth Bane.

Message from the Faculty: Korriban Adventure Hooks

Korriban is full of dangerous locations suffused with the insidious power of the dark side. Ancient evil and forbidden knowledge can be found throughout the planet, and it's quite possible to set an entire campaign based around the secrets of Korriban. Here are some ways to incorporate Korriban into your campaigns.

- During the time of the Old Republic, the Sith reestablish an academy on Korriban. After a student expedition uncovers a tomb from a previously unknown Sith Lord, members of the Jedi High Council begin receiving strange visions of planets in flame. The heroes are sent by the Jedi Council to infiltrate the academy and join the expedition in hopes of discovering what secrets this new tomb might hold and find a way to prevent its evil from escaping. To succeed, the heroes must also maintain their cover as cruel students of the Sith philosophy.
- The Jedi Council authorizes a number of hunting expeditions to Korriban to eliminate the terentatek (page 146) from the galaxy. The heroes are part of one such hunting expedition and must traverse through the labyrinth-like catacombs of the Valley of the Sith Lords to find their prey. The massive creatures they are sent to hunt might become the least of their problems.
- During an adventure, one of the heroes comes across an unique amulet that once belonged to a Sith Lord interred on Korriban. The amulet begins whispering to the hero, alternating between maddening words and tempting thoughts—power could be had if the hero goes to Korriban and returns the amulet to its resting spot.

Inhabitants

To say that Dxun is home to some of the most evil creatures the galaxy has known is a grave understatement.

Some of the moon's flora has taken on more of a predatory nature due to Freedon Nadd's dark influence, attacking anyone approaching Nadd's tomb on foot. One such plant, called the crasna, stretches forth its tentacle-like vines and grabs invaders, pulling them into the canopy above to never be seen alive again.

The moon's fauna consists of creatures that seem to be pulled from children's nightmares. The boma, for example, have a reputation of viciously attacking people, including Mandalorian warriors, and easily slaughtering them, and the zakkeg is a hulking reptilian creature known to strike fear in even the bravest of warriors. Dxun tomb beasts prowl the valley containing Nadd's tomb, hunting visitors in ferocious packs.

One peculiar inhabitant of Dxun stands out from the rest: the orbalisk. The orbalisk is a parasitic creature whose diet mainly consists of the dark side of the Force. Whether this occurred naturally or as a result of Nadd's influence is not known. However, beings strong in the Force can attract swarms of orbalisks and allow them to attach to their skin to create a form of natural armor.

Korriban

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 7
Length of Day: 28 hours
Length of Year: 780 local days
Sapient Species: None (formerly Sith)
Government: None (formerly Dictatorship)
Capital: Dreshdae
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
20	Korriban is a harsh and desolate planet located in the Outer Rim. It has an ill reputation and is avoided by most right-thinking people.
25	Thousands of years ago, Korriban was populated by the Sith species. The Sith species created an academy to help train their numbers and teach them the ways of the dark side.
30	Korriban is covered with ancient necropoli, vast cemeteries each consisting of hundreds of tombs, some located on the surface and others hidden underground. These tombs contain the remains of ancient Sith Lords and other powerful individuals associated with the dark side.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
20	The citizens of Korriban were cruel and opportunistic. They considered themselves superior to other cultures, but were prone to infighting.
25	Almost all of the inhabitants of Korriban belonged to the Sith species, and the population had a larger-than-average number of individuals sensitive to the Force.
30	Korriban has a corrupting effect on those who stay too long on the surface. The dark side pervades the entire planet.

Notable Locations

Ancient and forbidding, Korriban has long been synonymous with the dark side. As the former homeworld of the Sith, Korriban is riddled with thousands of tombs, catacombs, caves, and temples dedicated to fallen Sith Lords from ages past. The planet is harsh and desolate, continually under the pall of the dark side, which has tainted every rock, plant, and animal. Its long history is full of evil acts, forbidden knowledge, and other terrible things. Depending on the era of the campaign, Korriban could either be bustling with activity or a desolate and lonely wasteland, haunted by the whispers of the dark side.

When Korriban was populated, its capital was Dreshdae, a violent and despicable place where survival of the fittest held sway. After the Great Sith War, mercenaries were common in Dreshdae, in addition to smugglers and bounty hunters who found the lawless nature of the place suitable to their taste. During the time of the Old Republic, the notorious Czerka Corporation established their sector headquarters on Korriban, instituting harsh discipline for their employees. Korriban became a hub of weapon smuggling during this time as well.

The Sith Training Academy was located on the outskirts of Dreshdae, close to the Valley of the Dark Lords. It was a place where Sith were trained in a similar manner as the Jedi, with hundreds of students receiving instruction from Sith Masters. However, training was exceedingly dangerous; cheating, subterfuge, and elimination of rivals was not only accepted but highly encouraged. Young students would often travel to Dreshdae during their down time, anxious to start fights with the locals or the bands of mercenaries that frequented the spaceport.

The Valley of the Dark Lords is the most infamous place on Korriban. Closely located to the Sith Training Academy and the capital, Dreshdae, the valley is filled with huge, ominous statues and cyclopean tombs, many of which are partially buried in sand. Known tombs include those of the Sith Lords Tulak Hord, Ludo Kressh, Ajunta Pall, Marka Ragnos, and Naga Sadow. A tomb was even created for Darth Vader, although it was never used and was offered instead to the clone of Emperor Palpatine. These tombs are filled with all manner of traps, dangerous beasts, and the spirits of Sith Lords who take tremendous umbrage with tomb raiders. The Valley of the Dark Lords is a minor dark side site; however, the actual tombs themselves are major dark side sites, or in the case of Naga Sadow's tomb, extreme dark side sites. The tombs hold tremendous treasure, as well as temptation and corruption for all who enter. As one of the most sacred sites for the Sith, the Valley of the Dark Lords is a common destination for Sith seeking knowledge and power. The spirits of the Sith Lords are fickle and demanding, however, and few of these seekers have the willpower and command of the dark side to be deemed worthy for such instruction. More than a few aspiring Sith wind up entombed along with the moldering bones of the Sith Lords, their essence feeding the dark side that permeates the very foundations of the place.

Inhabitants

At one point, Korriban was the home to billions of Sith. Over the millennia, its population dwindled to nothing, as wars, infighting, and other conflicts tore the Sith apart. Although the Sith were notoriously xenophobic, large numbers of other species came to the planet, primarily composed of mercenaries, bounty hunters, and smugglers. Most of their activity was relegated to Dreshdae, however. Archaeologists, scientists, and other academics returned to the Valley of the Dark Lords several times over the millennia in order to excavate the tombs from the ever-encroaching sand. The Sith allowed this activity to take place, usually under heavily security and scrutiny.

Korriban is notable for its aggressive and dangerous fauna. Due to the harshness of the planet, most of the planet's animals have migrated below ground, slowly mutating in the subterranean caverns and catacombs that riddle Korriban's crust. The overall pall of the dark side has further corrupted these creatures, making them smarter, faster, and deadlier than would be expected. The dreaded terentatek (page 146) sits at the top of the food chain, while swarms of shyrack (page 140) pose a threat to most other species. Sith hounds (page 147) once employed by Sith Lords to serve as eternal guardians of their tombs and temples are sustained by the persistent power of the dark side. Hssiss (page 137) inhabit the rare swampy regions of Korriban, supporting the belief that vicious beasts inhabit every ecological niche of the planet.

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